101 AMIGA

Games That Influenced The Gaming Industry

Introduction



The Amiga, a computer that often gets forgotten about in the midst of console and PC retro gaming talk, this book aims to redress the balance and show the Amiga was perhaps the leader in many ways of original game design.

This book isn't any random 101 games that was on the Amiga, this book demonstrates 101 reasons why the Amiga was a great games machine, had a massive influence around the world, from the budget computers a quarter of the price of PC's, that were truly multi-tasking and plug and play, to it's games half the price of it's console rivals, and why its games still live on today on modern formats, creative, original, versatile and above all fun.

The 101 games included are covered by 2 options; '**Amiga Exclusive**', which is self explanatory, it only came out on the Amiga, '**On Amiga First**', which were either programmed on the Amiga and ported to other platforms, or the Amiga version was released first in simultaneous development cases, either way the Amiga had a massive influence in the development studios and with gamers around the world.

Enjoy the book.











Title: Worms : The Directors Cut (AGA)
Publisher: Team 17/Ocean
Developer: In-House
Released: 1996
Country of Origin (Developer): UK
Players: 1-8 Players (Turn Based)
Amiga Version: Amiga Exclusive
Other Formats: None!

Whats special about the Amiga version?
Amiga exclusive! As a thank you, and the last Amiga release from Team 17, they released *the* definitive version of Worms, better gfx, more SFX, and more weapons, a great send off from Team 17.







Title: Jetstrike (OCS/AGA/CD32)
Publisher: Rasputin
Developer: Shadow Software
Released: 1993 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1995)

Whats special about the Amiga version?
Released two years before any other non Amiga format.
CD32 version has CD audio and speech.


OUT 17
IN 00%
TIME 4-27
50
50
03
05

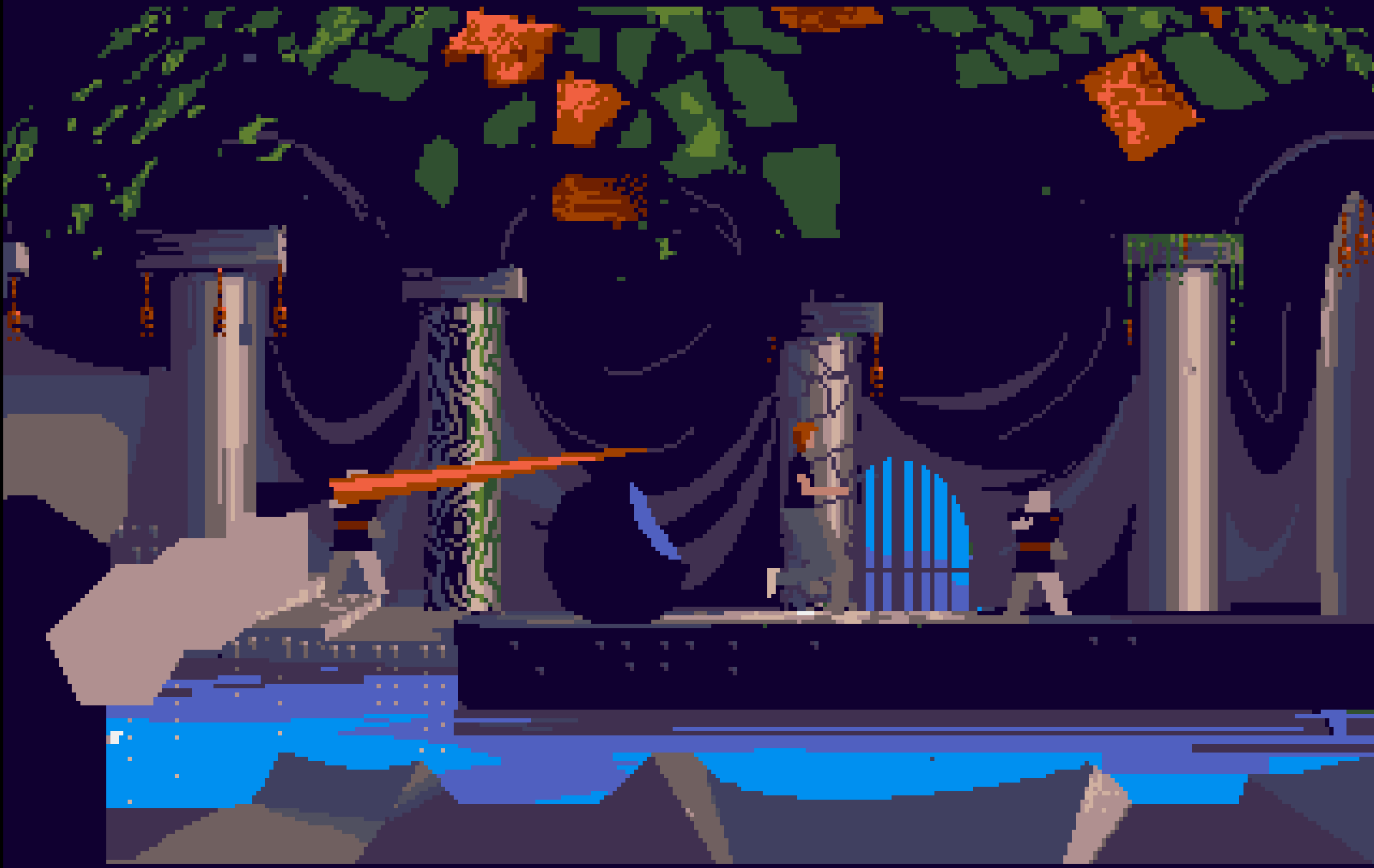




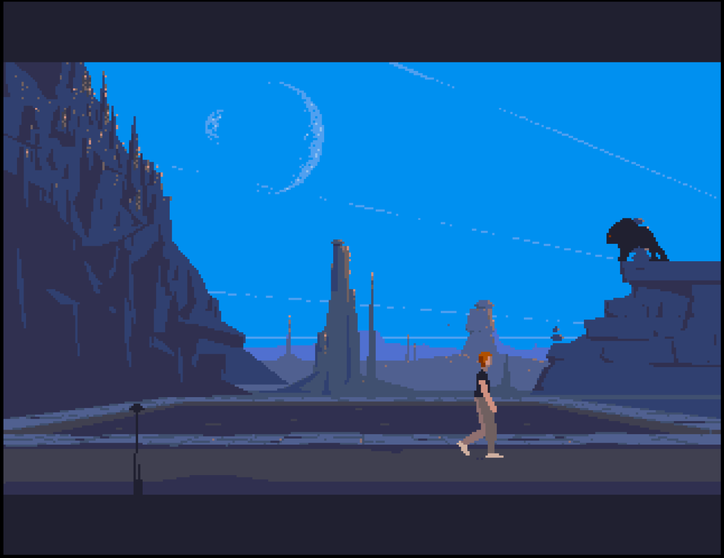


Title: Lemmings (OCS/CDTV/CD32)
Publisher: Psygnosis
Developer: DMA Design
Released: 1991 (1992 CDTV / 1994 CD32)
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: ST (1991), DOS (1991), SPC (1991), PC98 (1991), SNES (1991), X68 (1992), CPC (1992), MAC (1992), MD (1992), PCECD (1992), MS (1992), GG (1992), NES (1992), ARC (1992), FMT (1993), LYX (1993), GB (1993), C64 (1993), SAM (1994), 3DO (1994), CDI (1994), WIN (1996), PS1 (1998), GBC (2000), PSP (2006), PS2 (2006), MOB (2006), PS3 (2006), PSS (2012), PSV (2014)

Whats special about the Amiga version?
Lead development was on the Amiga, released first, two player mode with 2 mice, had the best music.







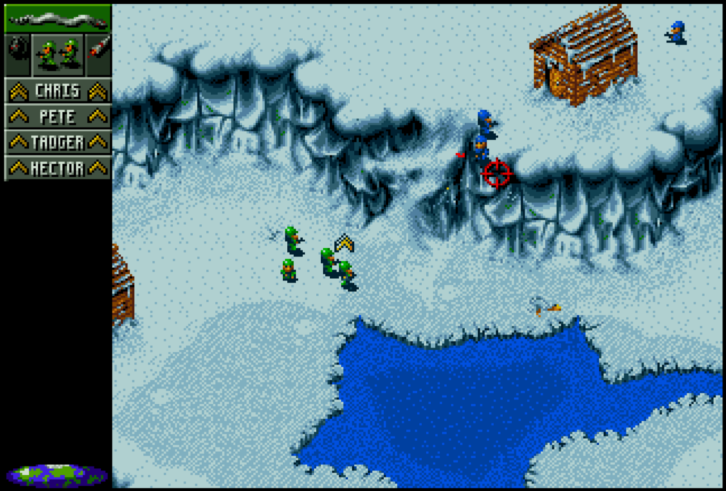
Title: Another World (OCS)
Publisher: US Gold
Developer: Delphine Software
Released: 1991
Country of Origin (Developer): France
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), AGS (1992), DOS (1992), SNES (1992), MD (1992), 3DO (1992), MAC (1993), MOB (2005), WMOB (2006), WIN (15th Anni) (2006), IOS (2011), AND (2012), JAG (2013), WIN (20th Anni) (2013) OSX (2013), WIIU (2014), 3DS (2014), PS3 (2014), PS4 (2014), PSV (2014), XBO (2014)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST version) but the Amiga version had better sound.


JOOLS
STOO
RJ







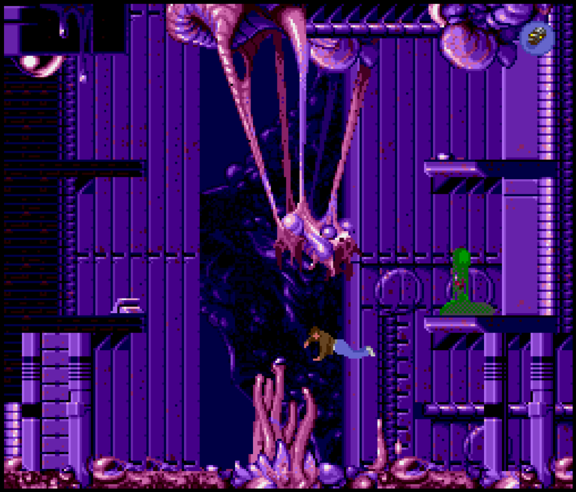
Title: Cannon Fodder (OCS/CD32)
Publisher: Virgin Interactive
Developer: Sensible Software
Released: 1993 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1993), MD (1994), SNES (1994), 3DO (1994), ST (1994), ARC (1994), JAG (1995), GBC (2000), MOB (2005), WIN (2009), OSX (2013)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside DOS version) but the Amiga version had the full sampled war song.









Title: Flashback (OCS)
Publisher: US Gold
Developer: Delphine Software
Released: 1993
Country of Origin (Developer): France
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1993), MD (1993), SNES (1993), 3DO (1994), ARC (1994), SCD (1994), CDI (1994) FMT (1994), MAC (1995), JAG (1995), IOS (2009)

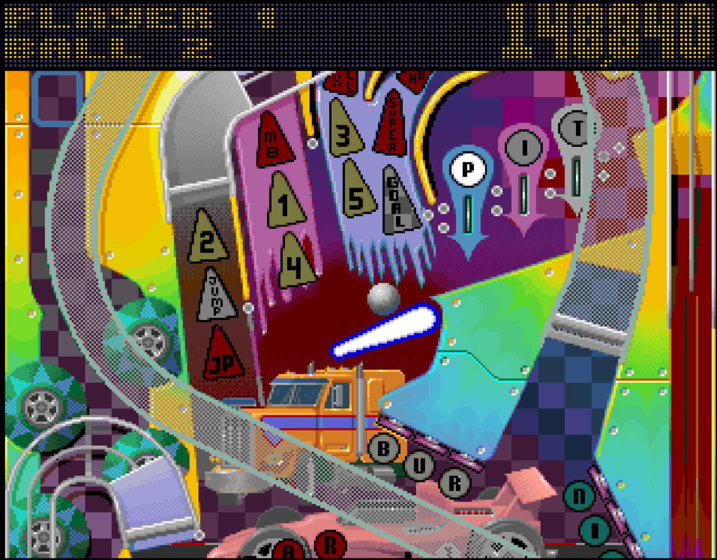
Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside DOS version).


ARCADE
1ST
2ND
3RD
5X
1M
3M
5M
HIT
SODA
POP
ICE
750 K
500 K
250 K







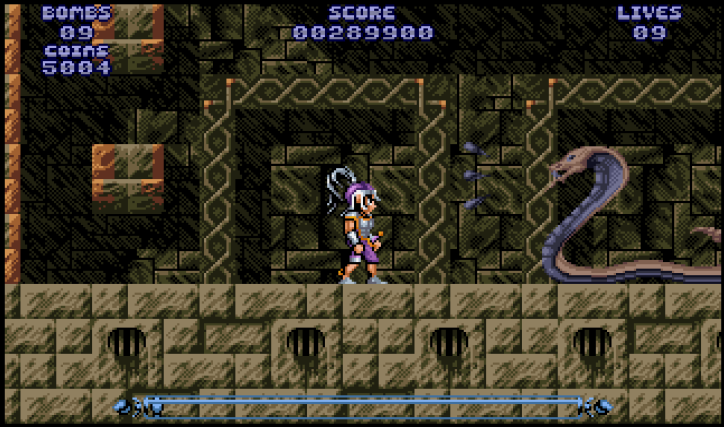




Title: Pinball Fantasies (OCS/AGA/CD32)
Publisher: 21st Century Entertainment
Developer: Digital Illusions
Released: 1992 (1993 AGA/CD32)
Country of Origin (Developer): Sweden
Players: 1-8 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1994), GB (1995), JAG (1995), SNES (1995), PS1 (1996), IOS (2009), PS3 (2009), PSP (2009)

Whats special about the Amiga version?
It was the lead platform during development, and released two years before any non Amiga platform.







Title: Leander (OCS)
Publisher: Psygnosis
Developer: Travellers Tales
Released: 1991
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), MD (The Legend Of Galahad) (1992)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST version). But had better graphics, smoother scrolling and in-game music.





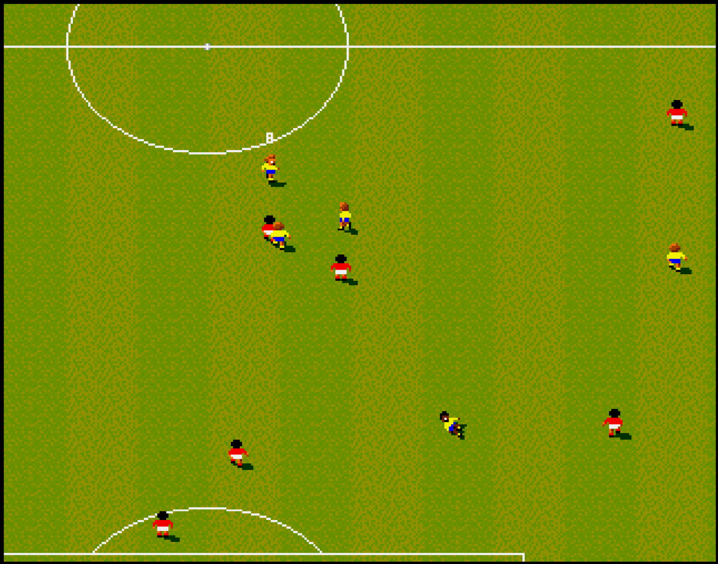


Title: All Terrain Racing (OCS/CD32)
Publisher: Team 17
Developer: In-House
Released: 1995
Country of Origin (Developer): UK
Players: 1-6 Players (2 Simultaneous)
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Steep difficulty curve, but once you have mastered the controls, ATR is a great racing game, loads of tracks and race options, really fun with 2-players too.


WORLD OF SOCCER
'96/'97 '96/'97 '96/'97







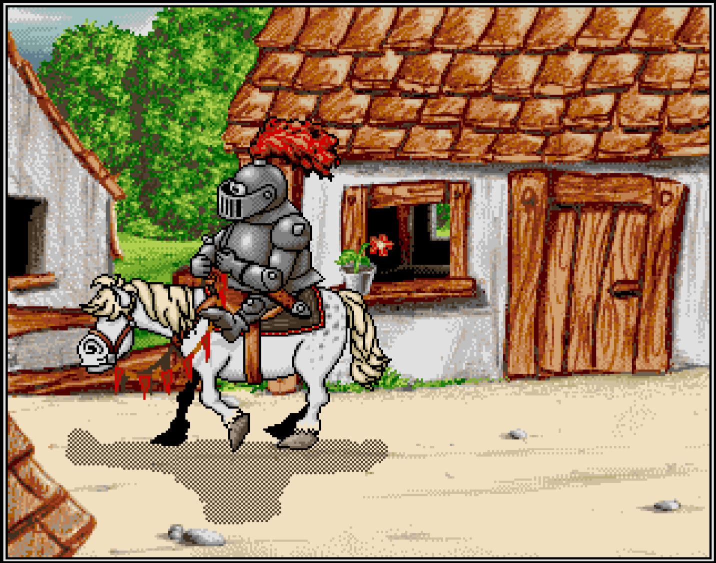
Title: Sensible World of Soccer '96/'97 (OCS)
Publisher: Renegade
Developer: Sensible Software
Released: 1996
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: DOS (1996), 360 (2007), OSX (2013), WIN (2013)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside DOS version).









Title: The Settlers (OCS)
Publisher: Blue Byte
Developer: In-House
Released: 1993
Country of Origin (Developer): Germany
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: DOS (1994)

Whats special about the Amiga version?
It was the lead platform during development, and released a year before any other format.


5
BAZOOKA 9500 BC
MEGA lo MANIA



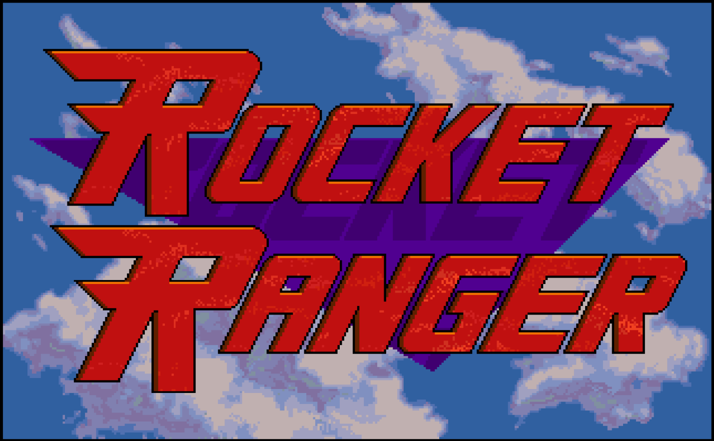


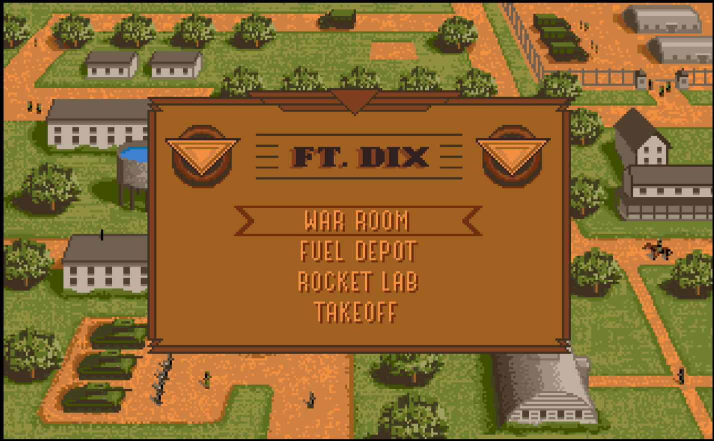


Title: Mega lo Mania (OCS)
Publisher: Image Works
Developer: Sensible Software
Released: 1991
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), DOS (1992), MD (1992), FMT (1993), PC98 (1993), X68 (1993), SNES (1993)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST version). But had better music and sampled speech.


VERBOTEN

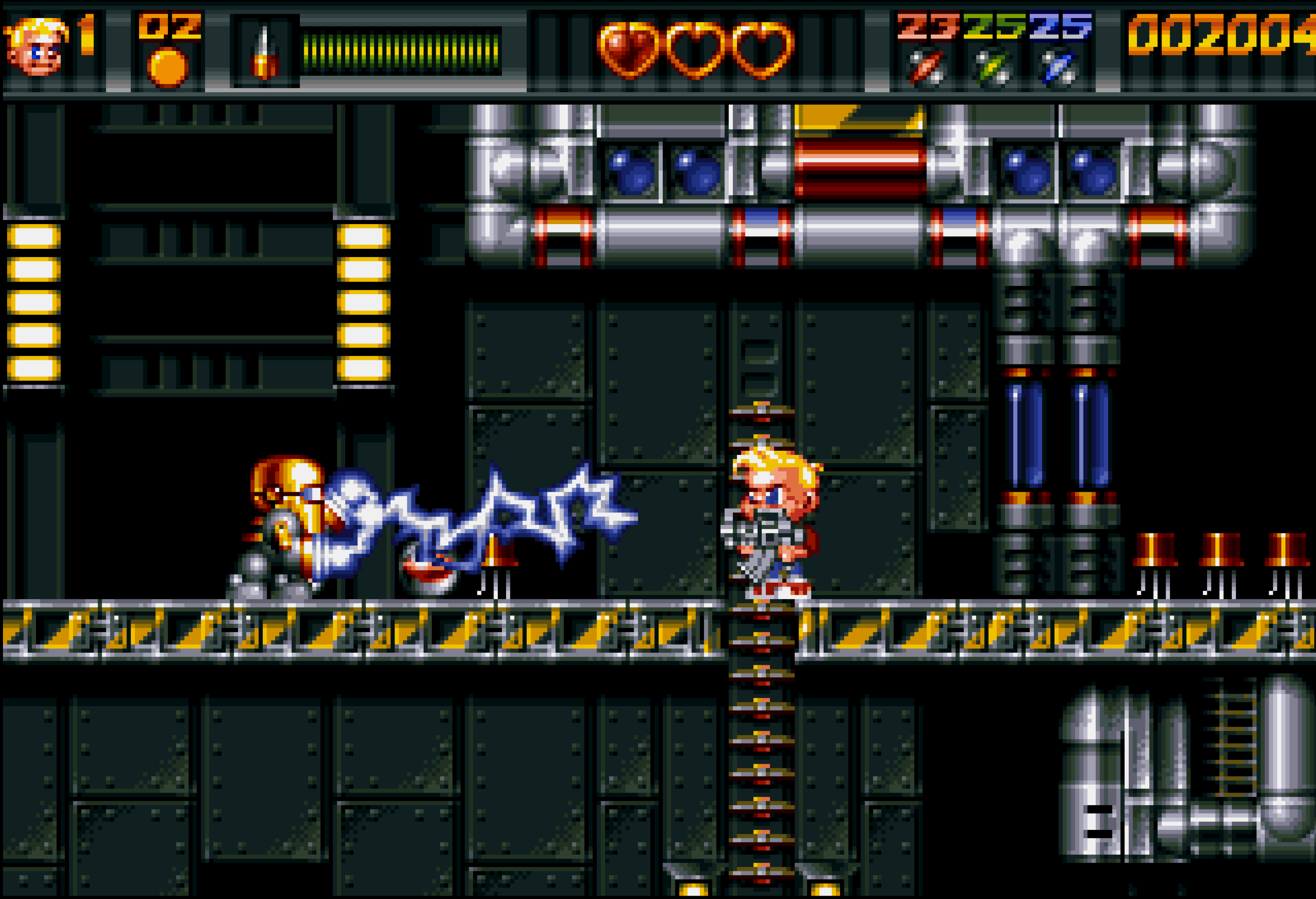




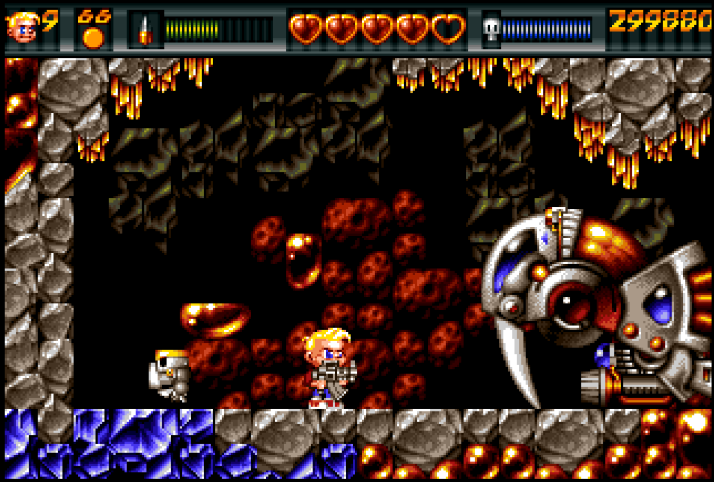


Title: Rocket Ranger (OCS)
Publisher: Cinemaware
Developer: In-House
Released: 1988
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1989), DOS (1989), C64 (1989), AGS (1989), NES (1990), FMT (1990), AND (2013), IOS (2013), WIN (2014)

Whats special about the Amiga version?
It was the lead platform during development, and released a year before any other platform. Graphically and sonically it was above all versions.


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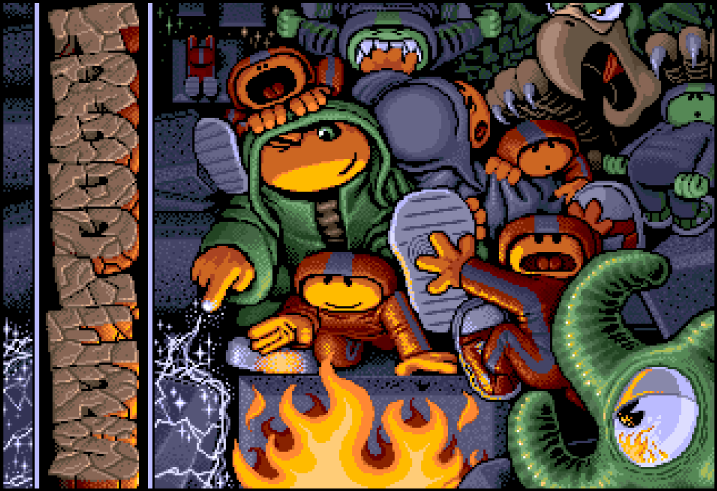


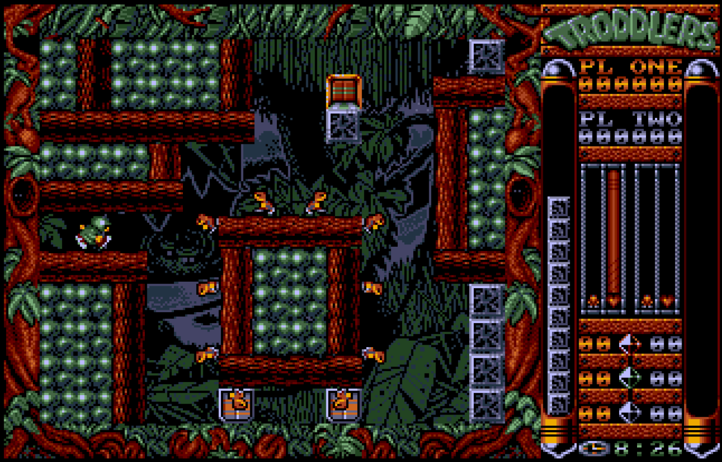


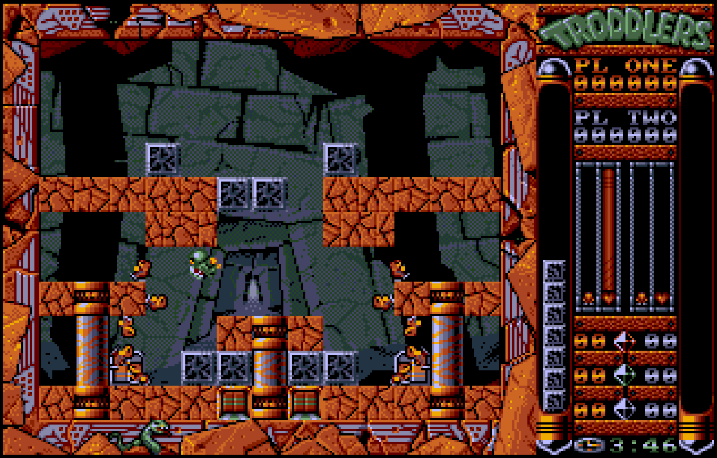


Title: Ruff ‘N’ Tumble (OCS)
Publisher: Renegade
Developer: Wunderkind
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. More stunning graphics produced on the A500, fast action platform game, feels and looks like a console game, a great showcase of what the Amiga is capable of in the right hands.







Title: Troddlers (OCS)
Publisher: Storm/The Sales Curve
Developer: ATOD
Released: 1992
Country of Origin (Developer): Sweden
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: DOS (1993), SNES (1993)

Whats special about the Amiga version?
It was the lead platform during development, and released a year before any other platform. Improved 2-player mode with 2 mice.





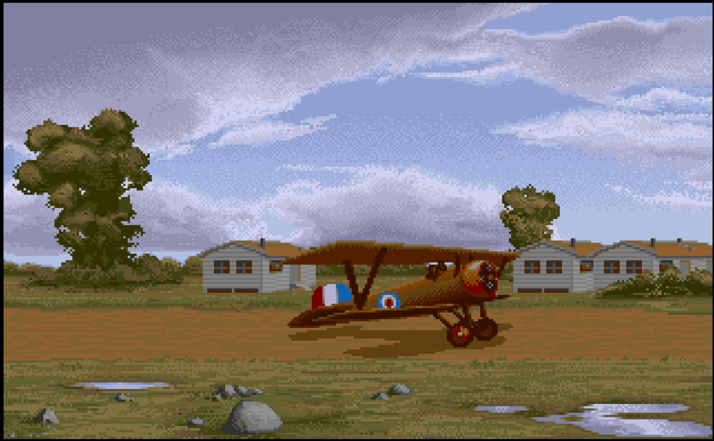


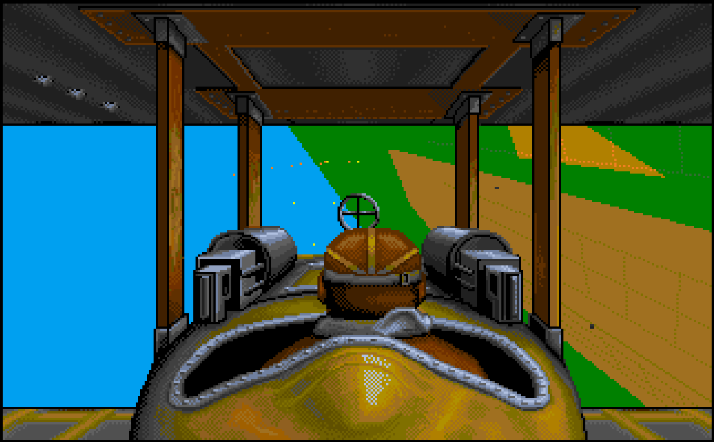
Title: Naughty Ones (OCS/AGA/CD32)
Publisher: Interactivision
Developer: Melon Dezign
Released: 1994
Country of Origin (Developer): Denmark
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. An arcade style platform game, with cute graphics and sound, again great fun with 2 players, but still fun solo, a quick pick up and play title.









Title: Wings (OCS)
Publisher: Cinemaware
Developer: In-House
Released: 1990
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Cinemaware were top producers for the Amiga, and this time with an Amiga exclusive game in the form of Wings, an adventure cum flight sim game, more magic from Cinemaware.


X
134
Y
056
00:00
00st
LIFE
99
TALK
GIVE
QUIT
CREDITS
-00030
FUEL
You have boarded a car
You have destroyed a rabbit for -30 credits!

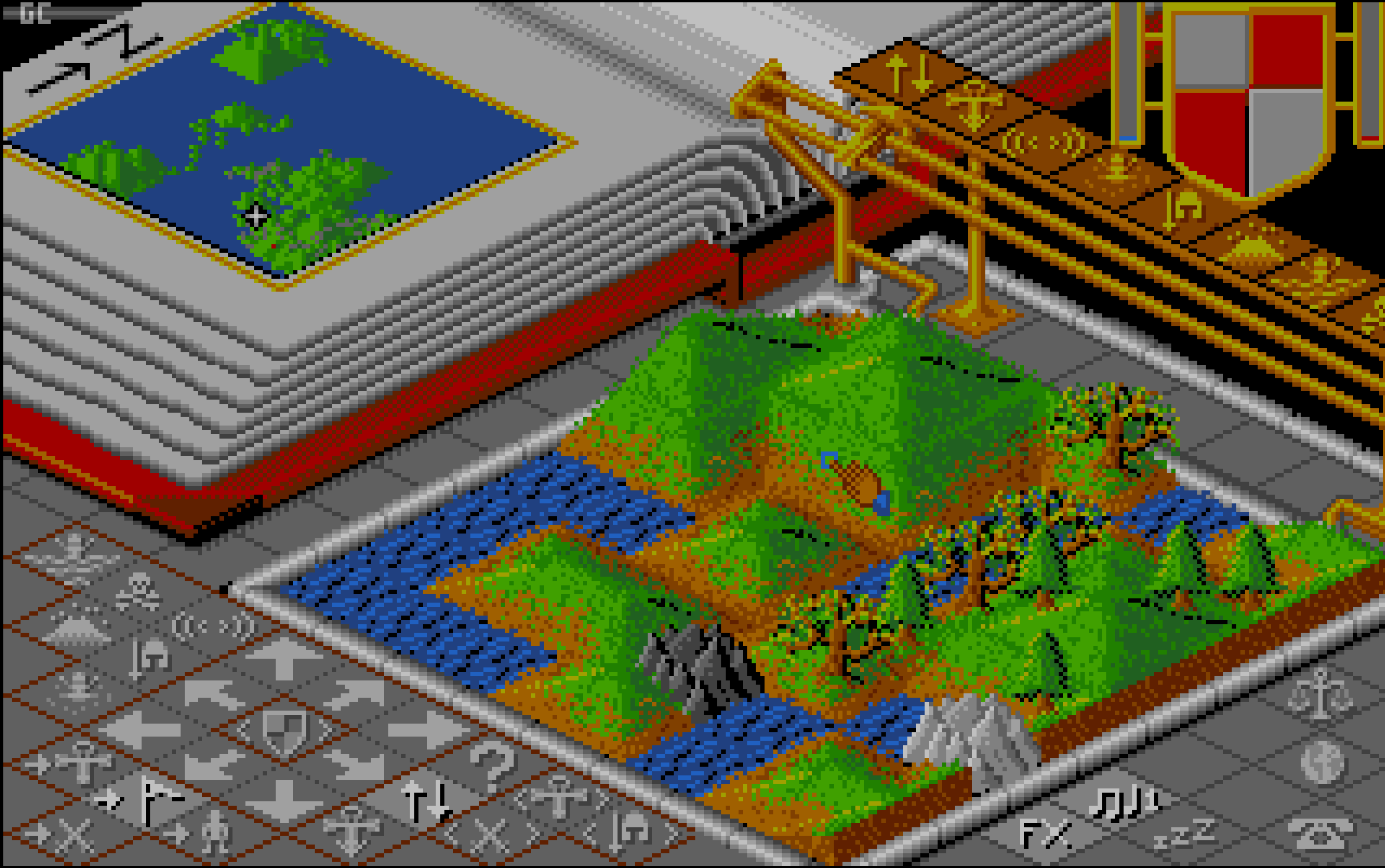






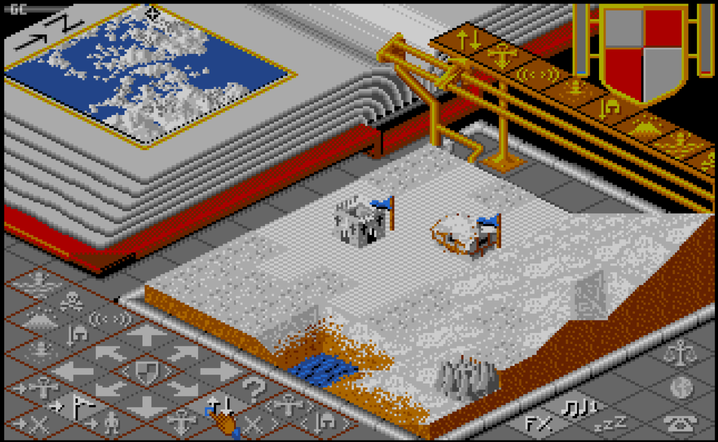
Title: Hunter (OCS)
Publisher: Activision
Developer: In-House
Released: 1991
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST version). But had more detailed graphics and better SFX.



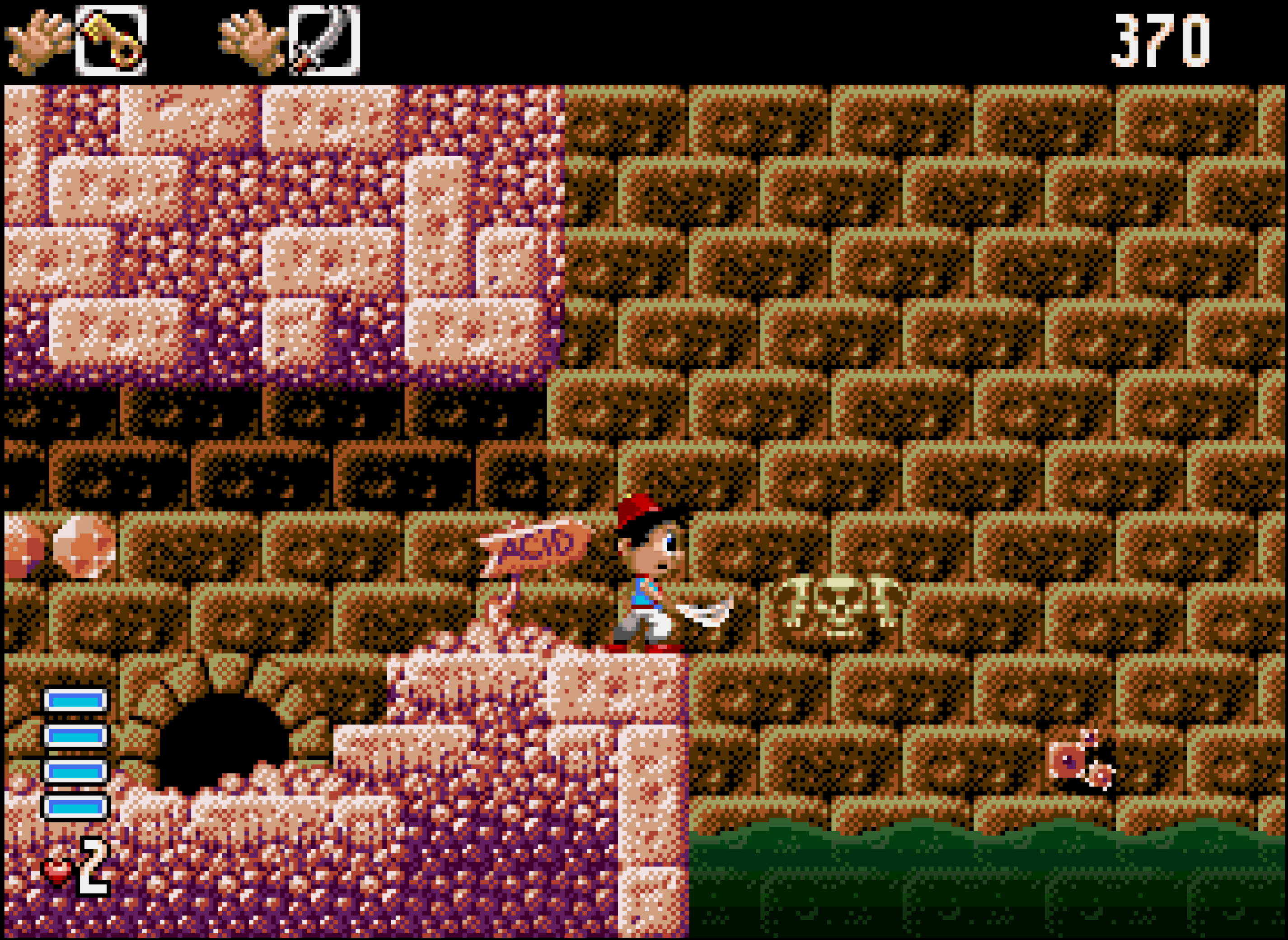






Title: Populous (OCS)
Publisher: Electronic Arts
Developer: Bullfrog Productions
Released: 1989
Country of Origin (Developer): UK
Players: 1-2 Players (Modem)
Amiga Version: On Amiga First
Other Formats: ST (1989), DOS (1989), MD (1990), PC98 (1990), X68 (1990), SNES (1990), MS (1991), PCE (1991), ARC (1992), MAC (1993), WIN (2011)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST/DOS versions).The Amiga SFX in-game really added to the atmosphere.


370
ACID
2







Title: Arabian Nights (OCS/CD32)
Publisher: Krisalis Software
Developer: In-House
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Top platforming fun this time from Krisalis Software makers of Soccer Kid. The game plays fast and fluidly, requiring good timing on some levels, but great fun to play, some cute music too.


POSITION
3RD/9
LAP 1
TIME 0'11"42
BEST ' "
REC 0'20"72
$×00
RK×00
341
KM/h
GEAR DAM
6





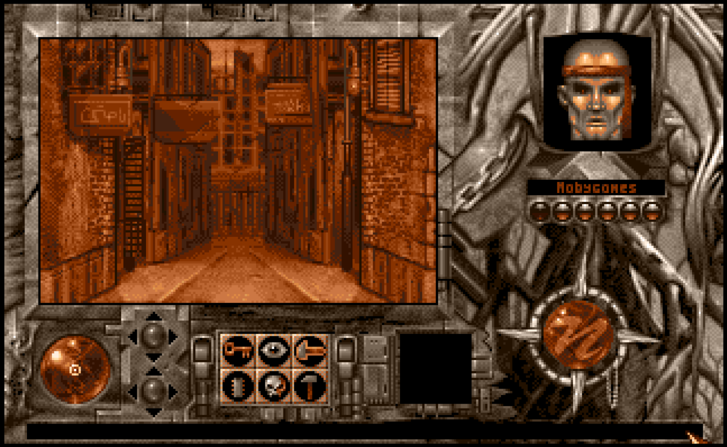


Title: Roadkill (AGA/CD32)
Publisher: Acid Software
Developer: Vision
Released: 1995
Country of Origin (Developer): New Zealand
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. The Amiga was blessed with a dozen great overhead racing games, and Roadkill was one of the more polished attempts, nice gfx and sound, coupled with fun and addictive racing.







Title: Perihelion: The Prophecy (OCS)
Publisher: Psygnosis
Developer: Morbid Visions
Released: 1993
Country of Origin (Developer): Hungary
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Described as a 'Cyberpunk RPG', this forgotten classic, had a unique graphical style and atmosphere to it, an intriguing storyline. This is a game not to be missed for any RPG fan.

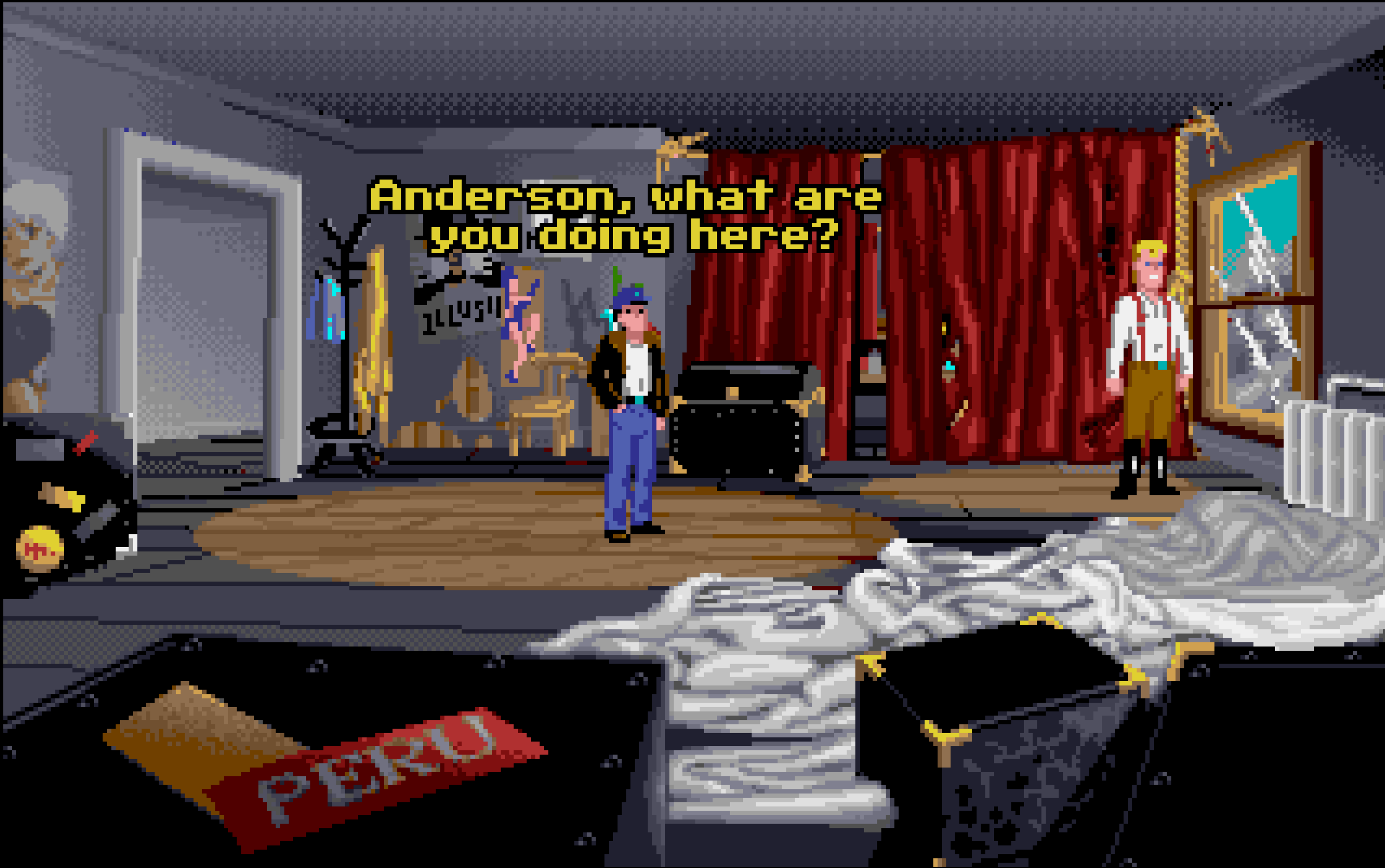






Title: Hybris (OCS)
Publisher: Discovery Software
Developer: Cope-Com
Released: 1989
Country of Origin (Developer): Denmark
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. A fairly early Amiga only game (alot pre 1990 Amiga games were Atari ST ports or vice versa) this vertical SEU, whilst not graphically stunning, has all the gameplay where it matters, great fun to play.


Anderson, what are you doing here?
PERU







Title: Flight Of The Amazon Queen (OCS)
Publisher: Renegade
Developer: Interactive Binary Illusions
Released: 1995
Country of Origin (Developer): Australia
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1995), WIN (2004), IOS (2009), OSX (2013) Canned: AGA/CD32

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside DOS version).


Angor
100
0







Title: Heroquest II: Legacy Of Sorasil (OCS/CD32)
Publisher: Gremlin Graphics
Developer: In-House
Released: 1994
Country of Origin (Developer): UK
Players: 1-4 Players (Turn Based)
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Amiga only sequel to Heroquest, with more characters, better sound and graphics, and enhanced gameplay, a really good game and strangely never got ported to other platforms.


00080
00040







Title: Fightin Spirit (OCS/AGA/CD32)
Publisher: Neo Software Productions
Developer: Light Shock Software
Released: 1996
Country of Origin (Developer): Italy
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. With so many failed attempts at a decent Amiga fighting game , Neo came along with this belter, not only are the graphics arcade quality, the SFX and music are top notch too.









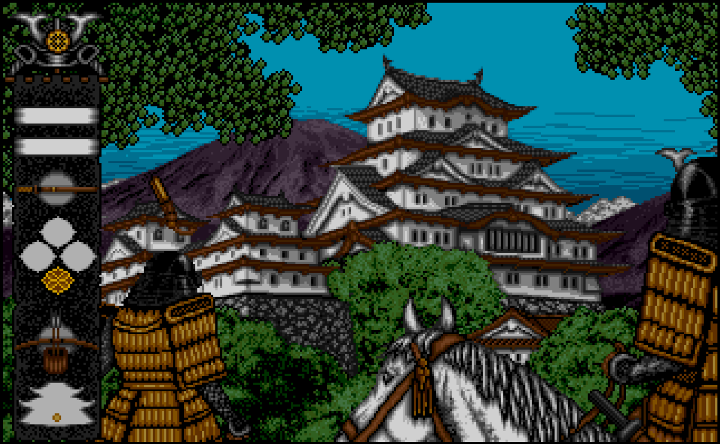
Title: Battle Chess (OCS/CDTV/CD32)
Publisher: Electronic Arts
Developer: Interplay Productions
Released: 1988
Country of Origin (Developer): USA
Players: 1-2 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1988), ST (1989), C64 (1989), AGS (1989), X68 (1989), PC98 (1990), AP2 (1990), NES (1990), WIN (1991), FMT (1991), MAC (1991), ARC (1993), 3DO (1993)

Whats special about the Amiga version?
It was the lead platform during development, and released first. Had the best sound and graphics (unless you had an expensive VGA adaptor in 1988)









Prepare to March

Title: Lords Of The Rising Sun (OCS)
Publisher: Cinemaware
Developer: In-House
Released: 1989
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: CDI (1992), X68 (1992), PCECD (1992)

Whats special about the Amiga version?
It was the lead platform during development, and was released three years before any other platform.







Title: Yo! Joe! (OCS)
Publisher: Play Byte
Developer: Hudson Soft
Released: 1993
Country of Origin (Developer): Germany
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: DOS (1993). Canned: ST, MD

Whats special about the Amiga version?
It was the lead platform during development, and was released first.







Title: Agony (OCS)
Publisher: Psygnosis
Developer: Art & Magic
Released: 1992
Country of Origin (Developer): Belgium
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. At the time, Agony was a real show stopper of what the amiga was capable of, with stunning music, graphics and animation, brought together in a hard but rewarding horizontal SEU.


1UP:
LIVES: 0 3
AMMO:
3
KEYS: 0 1





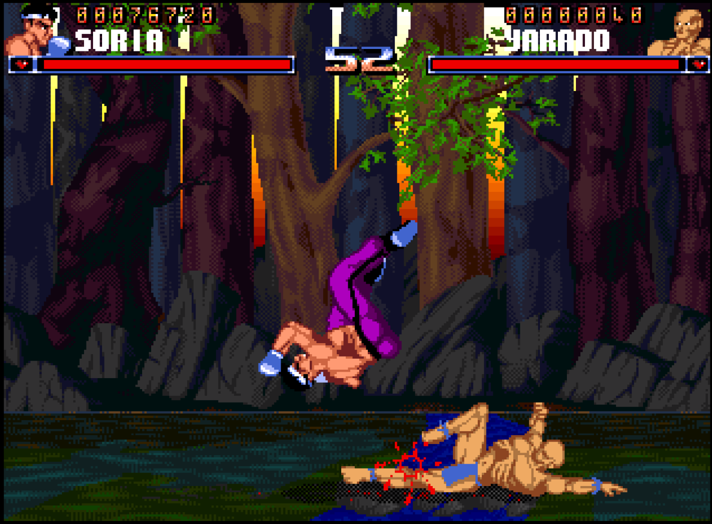


Title: Alien Breed: Tower Assualt (OCS/AGA/CD32)
Publisher: Team 17
Developer: In-House
Released: 1994
Country of Origin (Developer): Sweden
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: DOS (1994) Remakes were made from 2009 onwards.

Whats special about the Amiga version?
It was the lead platform during development, and was released first.


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SLAMDUNK
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00030080
YURGEN

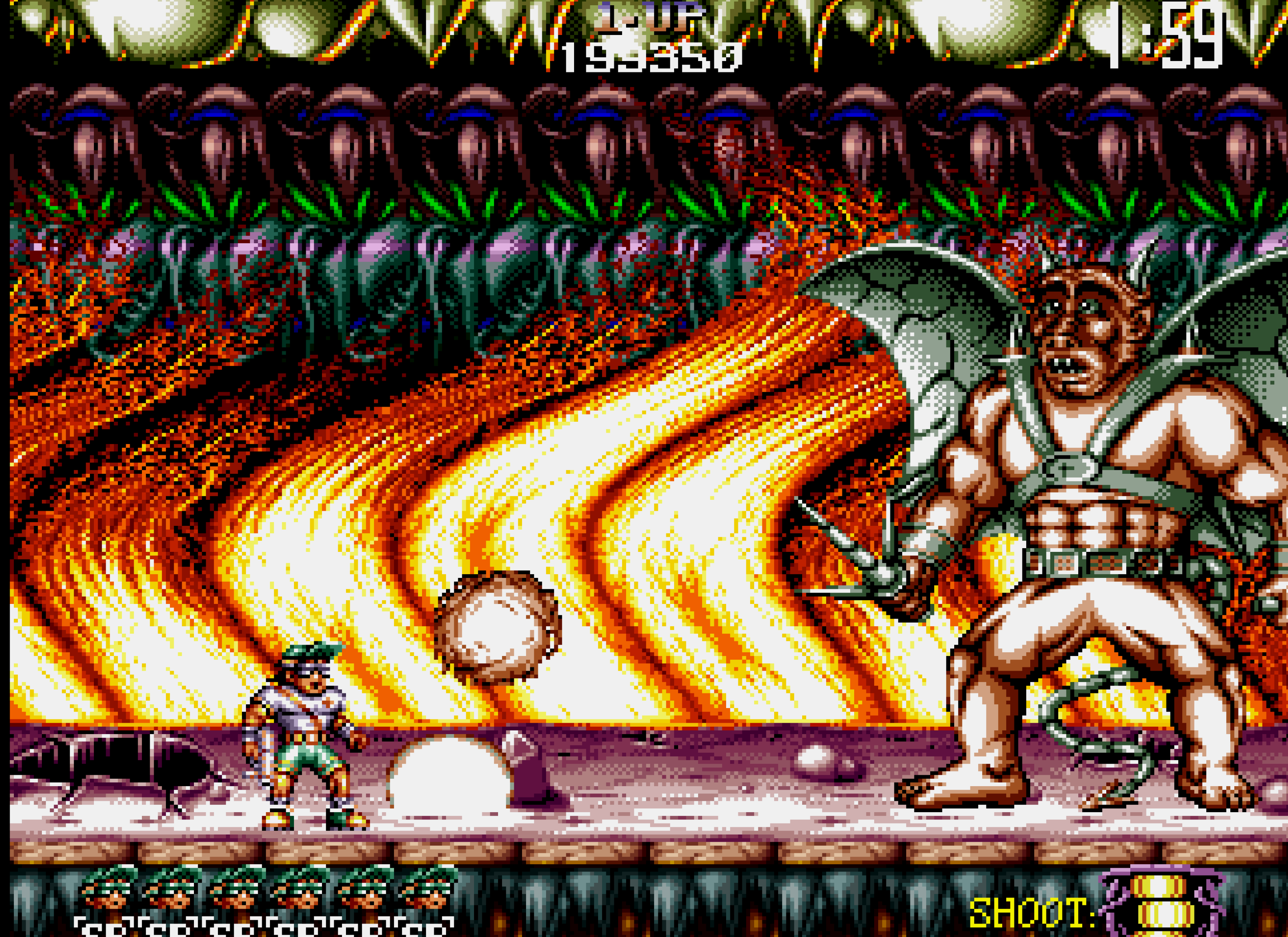






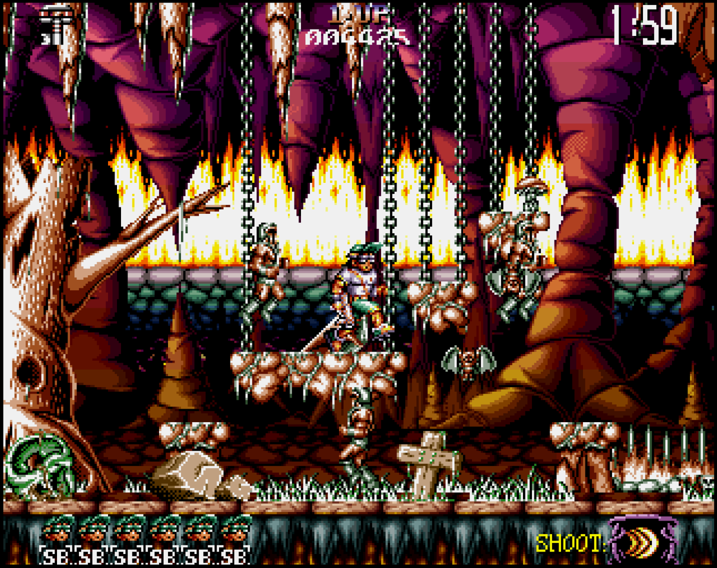
Title: Shadow Fighter (OCS/AGA/CD32)
Publisher: Gremlin Graphics
Developer: N.A.P.S
Released: 1995
Country of Origin (Developer): Italy
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Another one on one fighting game that showed the Amiga was more than capable of a decent one, fast graphics, and lots of fighters, arena’s and moves to shave a stick at.


1-UP
199350
1:59
SHOOT:

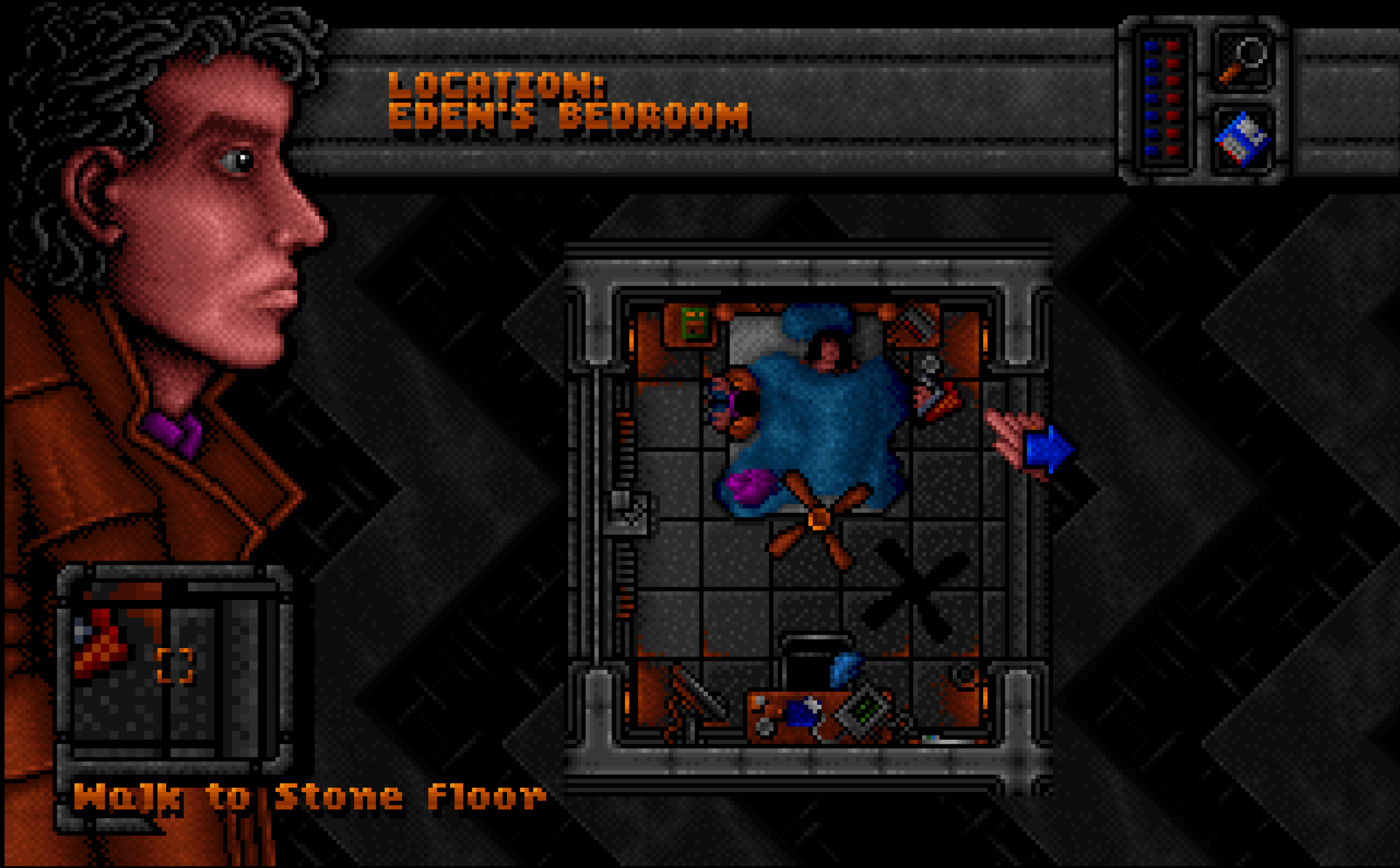




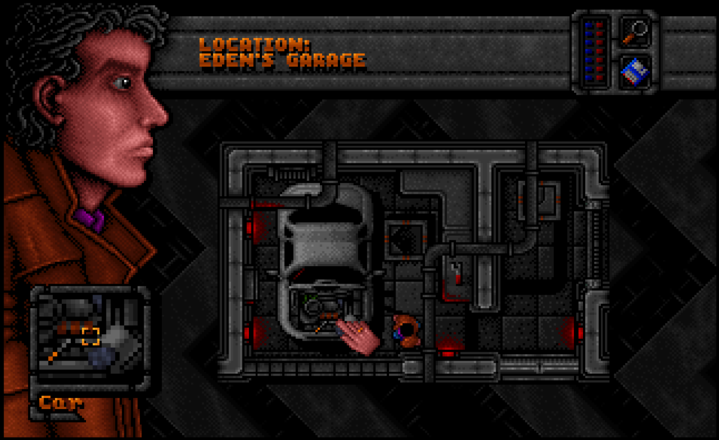


Title: Jim Power In Mutant Planet (OCS)
Publisher: Loriciel
Developer: Digital Concept
Released: 1992
Country of Origin (Developer): France
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1992), CPC (1992), DOS* (1993), SNES* (1993) PCECD (1992) Canned: MD *Released as 'Jim Power: The Lost Dimension In 3D' had changes to gameplay.

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST/CPC versions). Had the best graphics, sfx and music, with a bigger screen area too.


LOCATION:
EDEN'S BEDROOM
Walk to Stone Floor

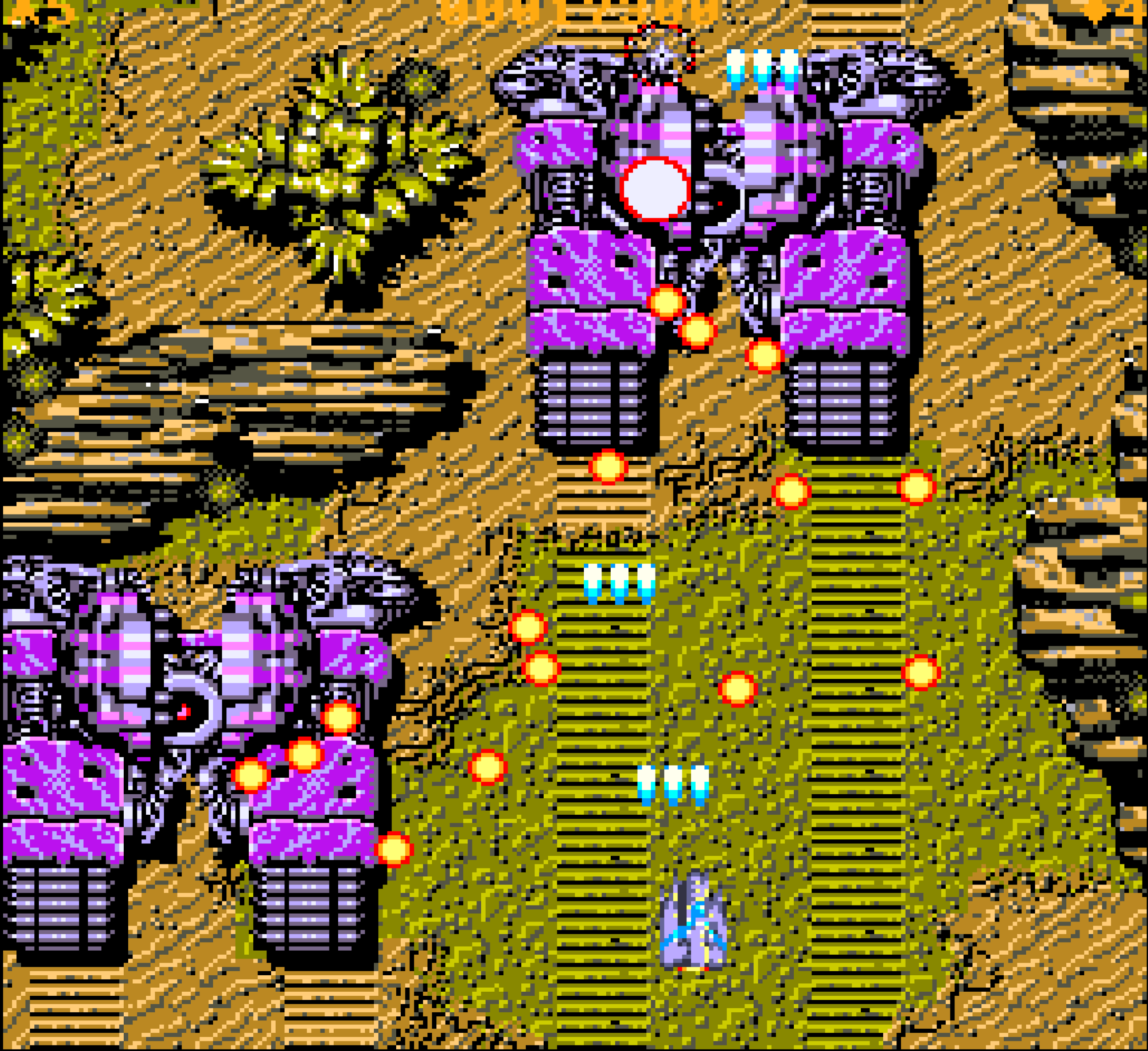




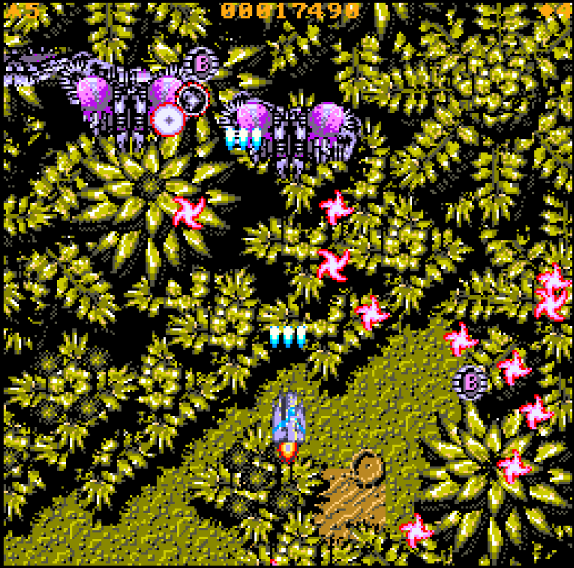


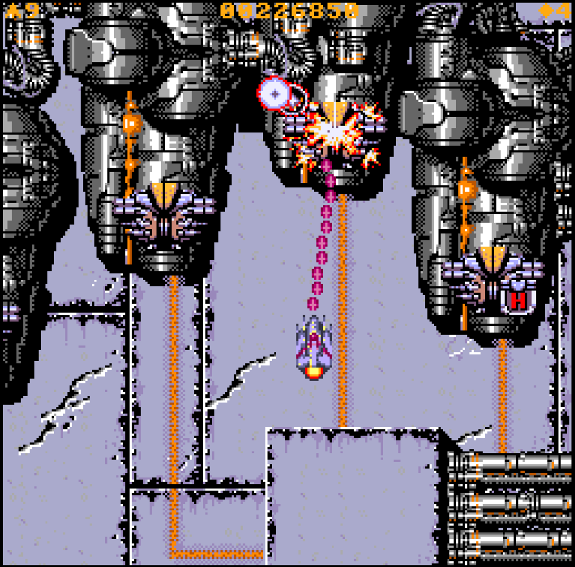
Title: Dreamweb (OCS/AGA)
Publisher: Empire Interactive
Developer: Creative Reality
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1994)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside DOS version).









Title: Mega Typhoon (OCS)
Publisher: Nordlicht EDV Service
Developer: In-House
Released: 1996
Country of Origin (Developer): Germany
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. From out of nowhere comes a fantastic arcade vertical SEU, not only does it run on OCS hardware, but its fast, has meaty explosions and is great fun.





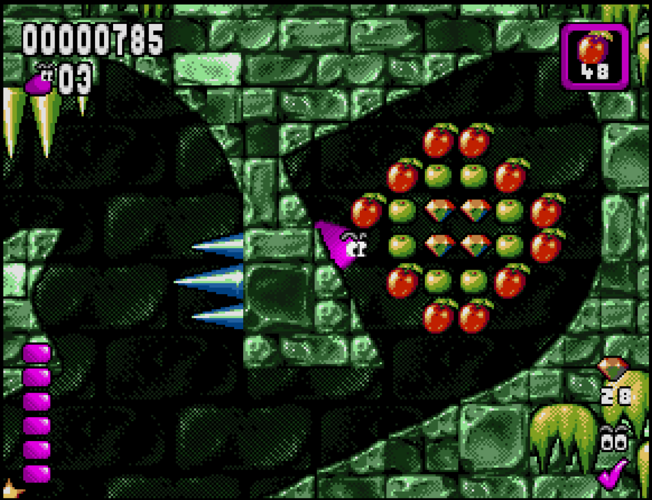


Title: Caesar (OCS)
Publisher: Impressions
Developer: Golden Sector Design
Released: 1992
Country of Origin (Developer): UK **Players:** 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1993), MAC (1993), DOS (1993), Various sequels followed the latest released in 2006.

Whats special about the Amiga version?
It was the lead platform during development, and was released a year ahead of any other version.



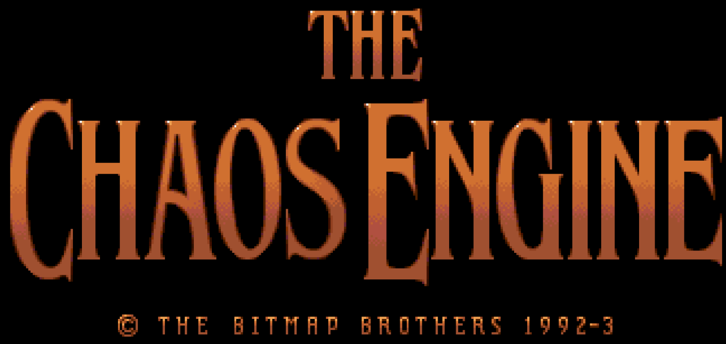




Title: Globdule (OCS)
Publisher: Psygnosis
Developer: Ex Animo Designs
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Very addictive colourful and vibrant game, simple premise of collecting the items, but as a globdule you are stuck to the surfaces until you jump, really fun and jolly game.


08
028475
01
0110
02
003950



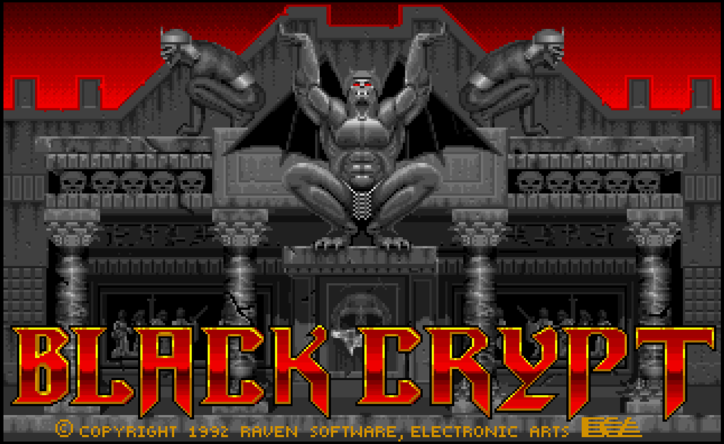




Title: The Chaos Engine (OCS/AGA/CD32)
Publisher: Renegade
Developer: The Bitmap Brothers
Released: 1993 (1994 AGA/CD32)
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: ST (1993), MD* (1993), SNES* (1993), DOS (1994), ARC (2000), MOB (2005), WIN (2013), OSX (2013), LIN (2013), BLB (2013)
*In the U.S released under the name 'Solders of Fortune'

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside ST version) But had better graphics, sound and had in-game music.


TIM
BINDING
RUNE OF PAIN
RUNE OF DEATH
VORPAL AIR
DIETY STRIKE
CHAGALL
LV: 10
AC: 39
SULEX
LV: 11
AC: 16
TIM
LV: 10
AC: 35
ELI
LV: 10
AC: 23







Title: Black Crypt (OCS)
Publisher: Electronic Arts
Developer: Raven Software
Released: 1992
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. An Amiga exclusive RPG, that got top ratings from all the magazines, good graphics and plays fast too, if you loved Dungeon Master, you will love this!


105 · MPH ·
00113790
5TH
29







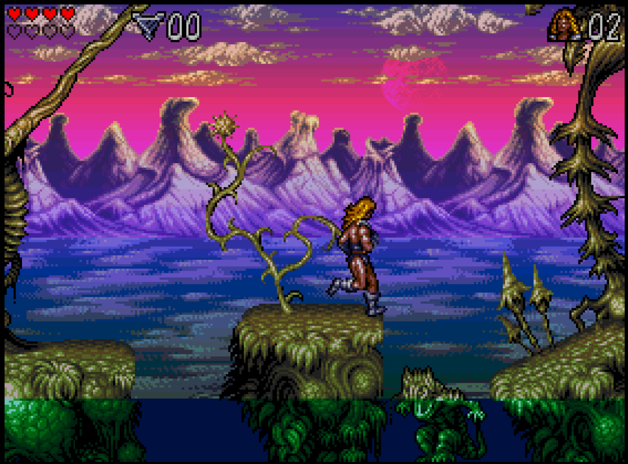
Title: Lotus Esprit Turbo Challenge 2 (OCS/CD32)
Publisher: Gremlin Graphics
Developer: Magnetic Fields
Released: 1992 (1994 CD32)
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: ST (1992), DOS (1993), MD* (1993) *Released as Lotus Turbo Challenge

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside ST version) But had smoother graphics, better sfx and music.



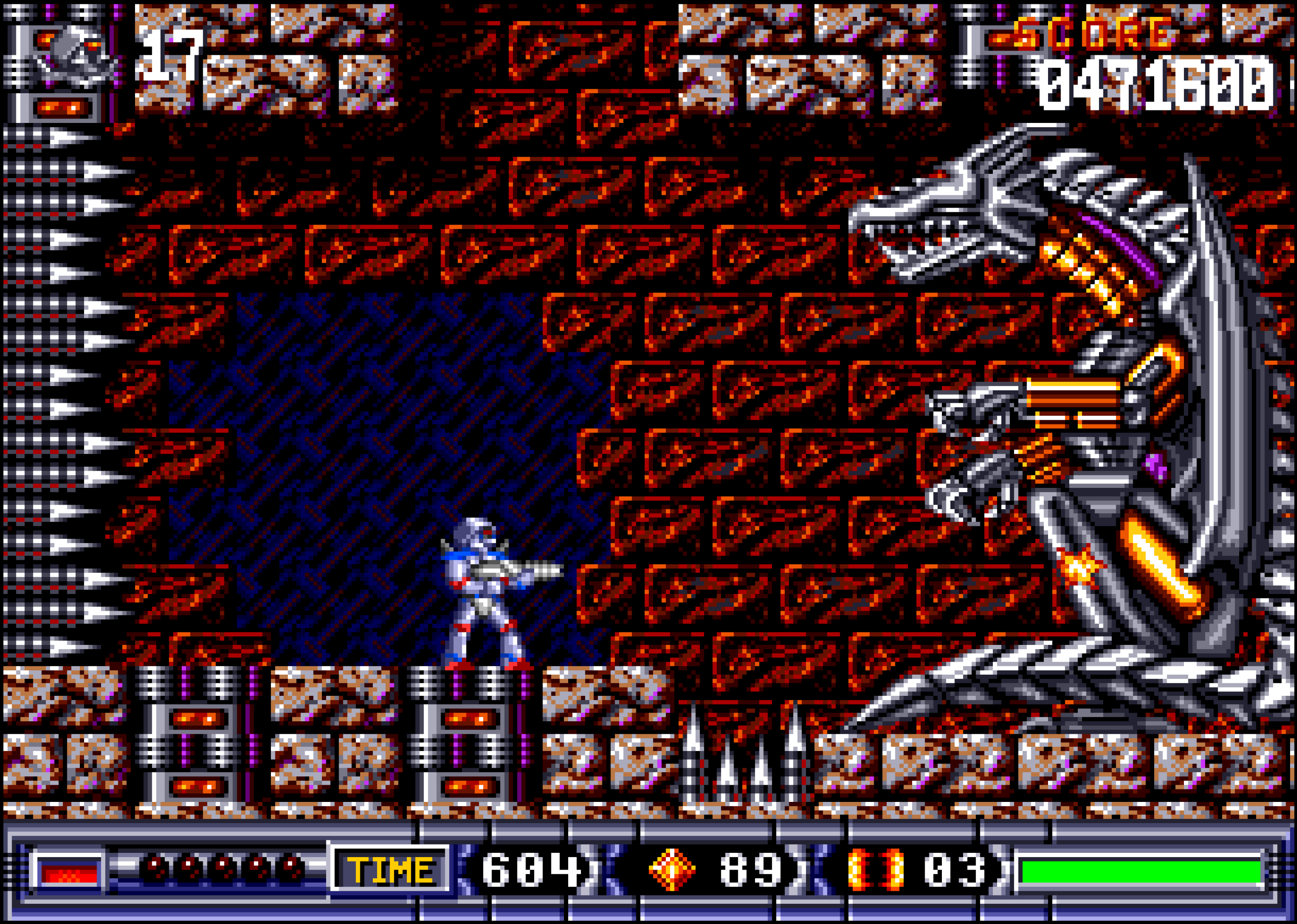






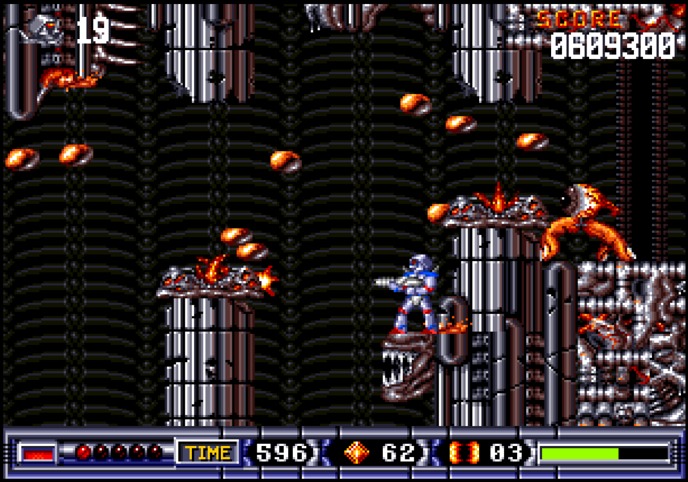
Title: Lionheart (OCS)
Publisher: Thalion
Developer: In-House
Released: 1993
Country of Origin (Developer): Germany
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Stunning looking platform game from Thalion, plays as well as it looks, one of the best platform games for the Amiga, and amazingly was exclusive too!


17
SCORE
0471600
TIME
604
89
03







Title: Turrican II (OCS/CDTV)
Publisher: Rainbow Arts
Developer: Factor 5
Released: 1991 (1992 CDTV)
Country of Origin (Developer): Germany
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), C64 (1991), CPC (1991), SPC (1991), DOS (1995), BLB (2013)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside other versions) But had smoother graphics, bigger screen area, better sfx and music.







Title: Fire + Ice (OCS/CD32)
Publisher: Renegade
Developer: Graftgold
Released: 1992 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1992), DOS (1993), SMS (1995) and ARC (1995). Canned: MD, GG

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside the ST version) But had smoother graphics, bigger screen area, better sfx and music.







Title: Fuzzball (OCS)
Publisher: System 3
Developer: Scangames
Released: 1991
Country of Origin (Developer): Norway
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. A single screen arcade platform game, graphics can be a little busy at times, but the gameplay shines through, though it can get hard pretty quick, but persevere and theres lots of fun to be had with this.


12
IT OPENS
IN





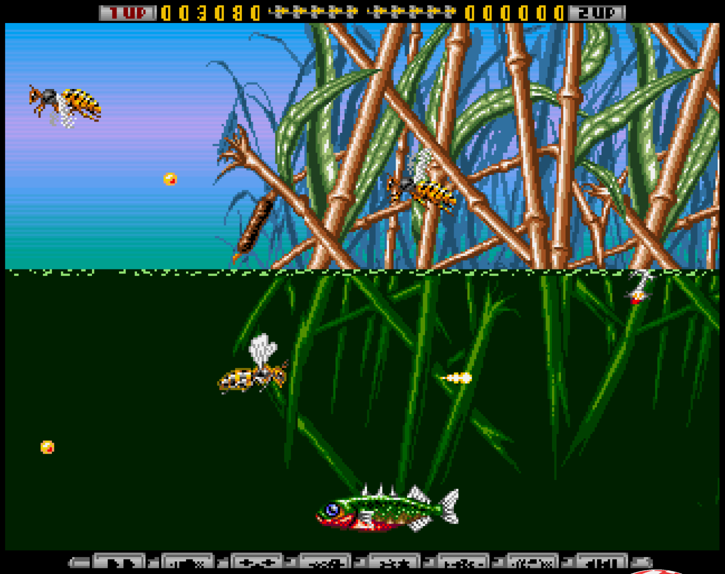


Title: Shadow Of The Beast (OCS)
Publisher: Psygnosis
Developer: Reflections
Released: 1989
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1990), SPC (1990), CPC (1990), C64 (1990), FMT (1991), MD (1991), MS (1992), LYX (1992), PCECD (1992), Canned : SNES

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. Had smoother graphics, bigger screen area, better sfx and music.


1UP
000260
000000
2UP







Title: Apidya (OCS)
Publisher: Blue Byte
Developer: Kaiko
Released: 1992
Country of Origin (Developer): Germany
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. More horizontal SEU action, this time in the back garden! Whilst the setting may not be everyone's cup of tea, the game plays like magic, and ranks in gamers terms as one of the best on the Amiga. THAT theme tune too!



PLAYER 1
1,103,000
2000K
1000K
500K
250K
100K
750K
500K
250K
100K
EXTRA BALL
5 MILLIONS 5
TICKET PRICE
1 MILLION 1
EXTRA CARRIER
Steel Wheel
BACK ON TRACK
x2
x3
x4
x5
x6
x7







Title: Pinball Dreams (OCS)
Publisher: 21st Century Entertainment
Developer: Digital Illusions
Released: 1992
Country of Origin (Developer): Sweden
Players: 1-8 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1993), GB (1994), GG (1994), SNES (1994), FAL (1995), GP32 (2002), IOS (2008), PS3 (2009), PSP (2009) CANNED: CDTV

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. Had smoother scrolling graphics and ball movements.



$ 0
=3
145
=0
FUEL
ARMOUR







Title: Zeewolf 2 : Wild Justice (OCS)
Publisher: Pinnacle
Developer: Binary Asylum
Released: 1995
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Awesome helicopter SEU in the same vein as Virus, but with much better controls, faster graphics and better sound, one of the hidden Amiga gems that must be played!


44
0017480
3





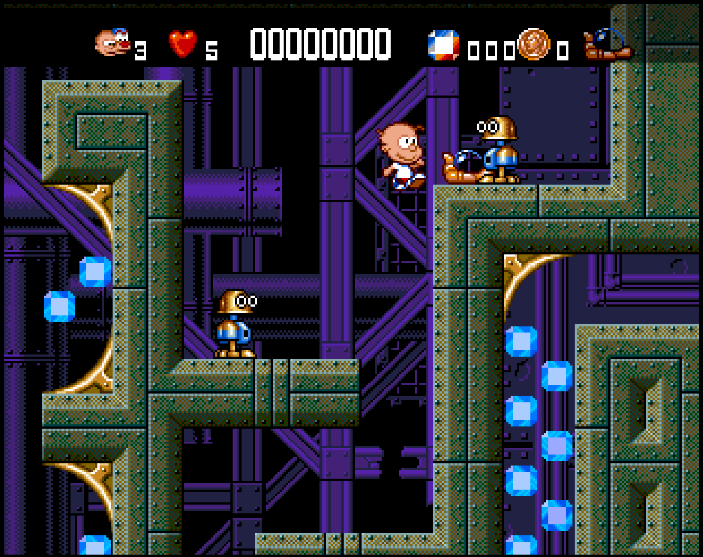


Title: Soccer Kid (OCS/AGA/CD32)
Publisher: Krisalis
Developer: In-House
Released: 1993 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1994), SNES (1994), 3DO (1994), JAG (2000), GBA (2002), PS1 (2003)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version.







Title: Bubble And Squeak (OCS/AGA/CD32)
Publisher: Audiogenic
Developer: In-House
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: MD (1994)

Whats special about the Amiga version?
It was the lead platform during development, and was released first. Had sharper graphics, half the price of the console version, enhanced CD music on CD32 version.







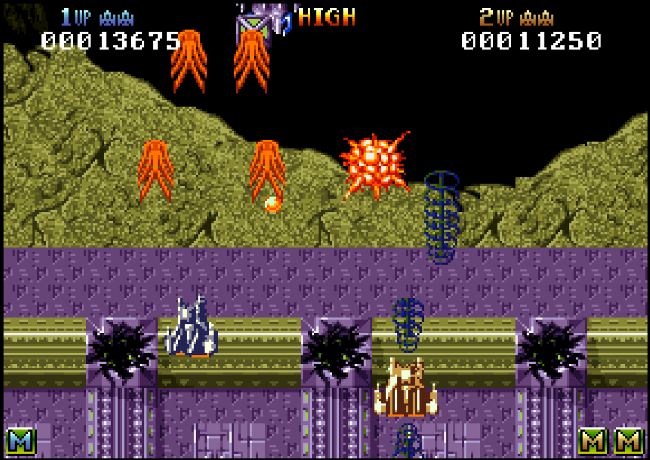
Title: Darkmere: The Nightmare's Begun (OCS)
Publisher: Core Design
Developer: Zero Hour Software
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Great looking Isometric adventure game, not only does it have 3 huge levels to explore, and the whole game has a wonderful atmosphere to it, another Amiga exclusive you must play!


1UP
00084650
HIGH
01000000
2UP
00000000

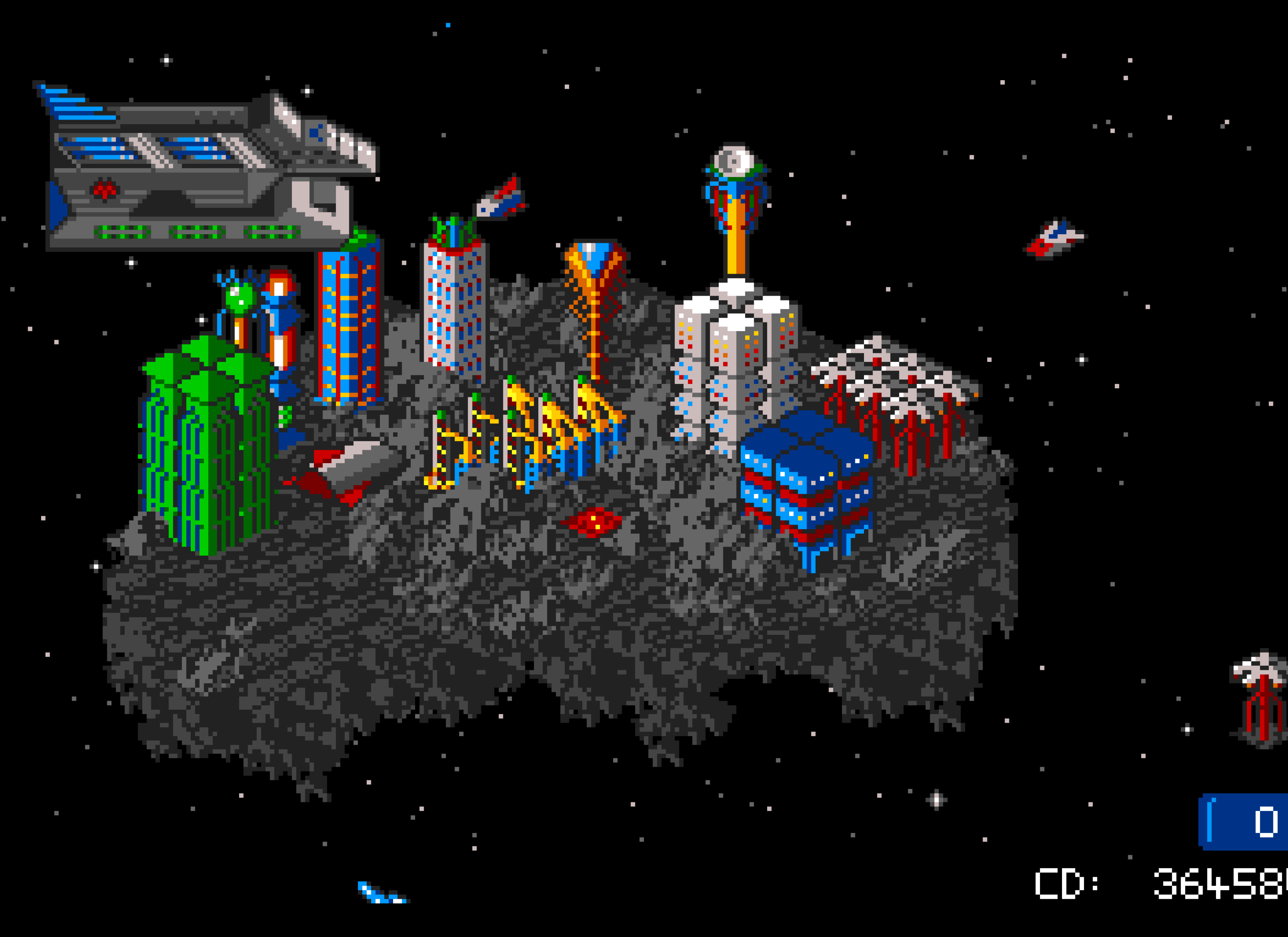


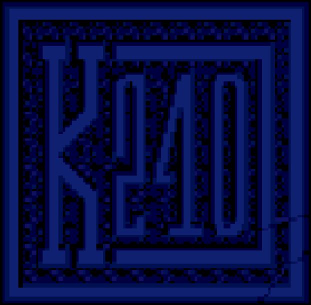


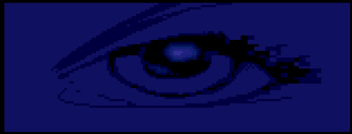


Title: Battle Squadron (OCS)
Publisher: Electronic Zoo
Developer: Cope-Com
Released: 1989
Country of Origin (Developer): Denmark
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: MD (1990)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other format. Had better sfx and music. Half the price of the console version.


0
CD: 36458



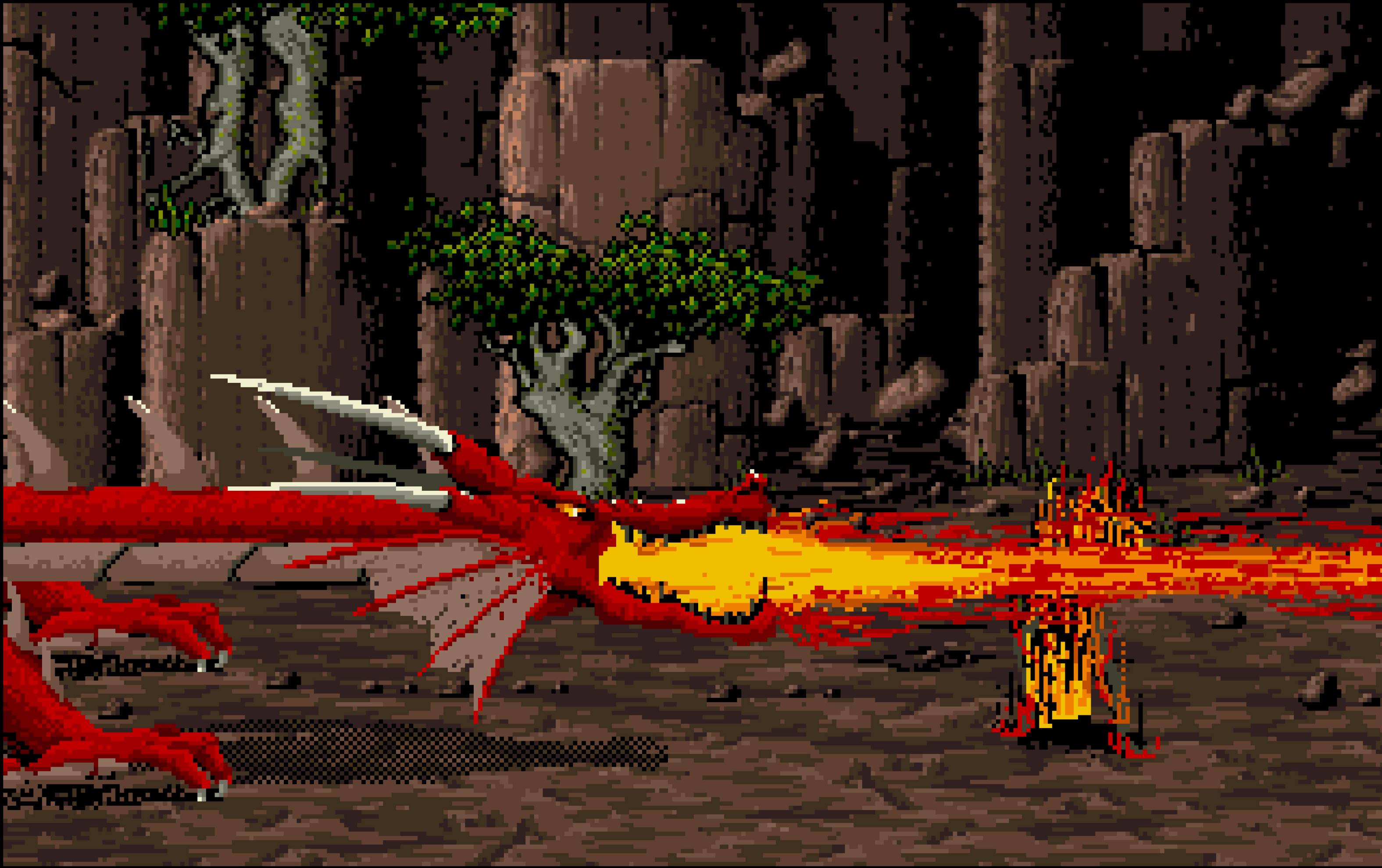






Title: K240 (OCS)
Publisher: Gremlin Graphics
Developer: In-House
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. K240 is the sequel to Utopia, and is exclusive to the Amiga, receiving rave reviews across the board, this RTS game is ranked up there alongside Dune II as one of the best on the Amiga.









Title: Moonstone: A Hard Days Knight (OCS)
Publisher: Mindscape
Developer: In-House
Released: 1991
Country of Origin (Developer): Canada
Players: 1-4 Players
Amiga Version: On Amiga First
Other Formats: DOS (1992)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. Had better SFX.


150

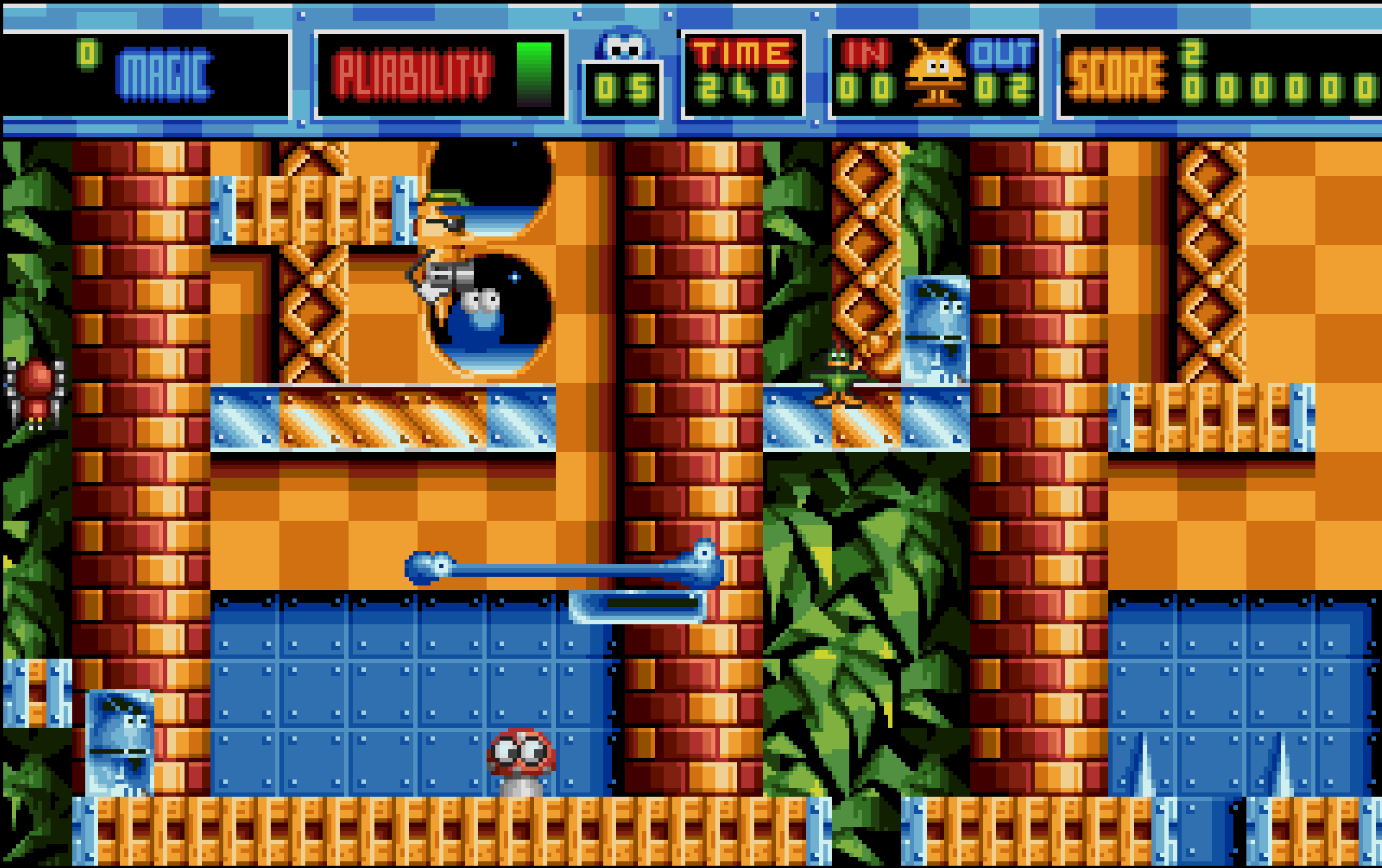






Title: Guardian (AGA/CD32)
Publisher: Acid Software
Developer: In-House
Released: 1994
Country of Origin (Developer): New Zealand
Players: 1-2 Players (Turn Based)
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. A good showcase of the AGA machines at the time, a 3D defender game of sorts, fast, colourful and lots of SEU fun to be had here.


0
MAGIC
PLIABILITY
05
TIME
240
IN
00
OUT
02
SCORE
2
000000



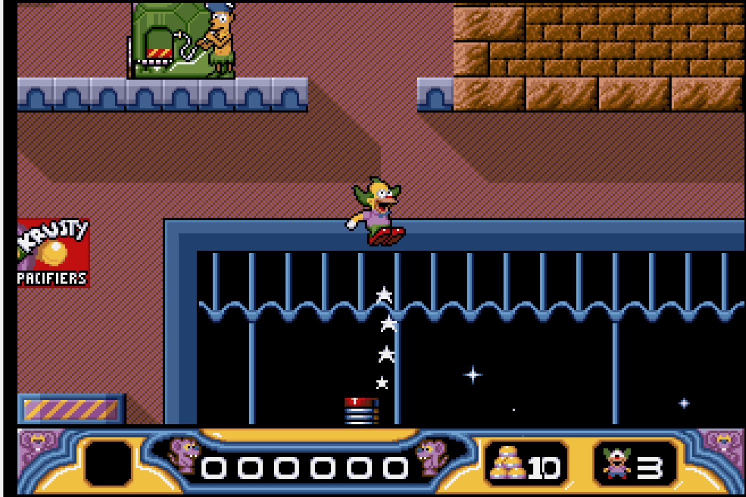


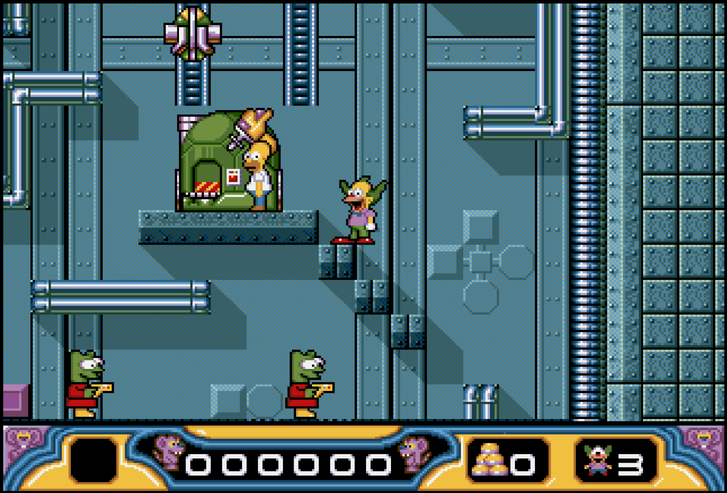


Title: Putty (OCS/CD32 - 'Super Putty')
Publisher: System 3
Developer: In-House
Released: 1992 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: SNES* (1993) * Renamed 'Super Putty'

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other format. Half the price of the console version.







Title: Krusty's Super Fun House (OCS)
Publisher: Virgin Interactive
Developer: Audiogenic
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1993), GB (1993), GG (1993), MD (1993), SMS (1993), SNES (1993), NES (1993)

Whats special about the Amiga version?
It was the lead platform during development (it was based on an original Amiga game 'Rat Trap' that got rebranded. Released first (alongside other ports) Half the price of console versions.









Title: Benefactor (OCS/CD32) **Publisher** Psygnosis
Developer: Digital Illusions
Released: 1994
Country of Origin (Developer): Sweden
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Don’t let the miniaturised graphics put you off, Benefactor is a very addictive puzzle platform game, that will keep you hooked long into the early hours of the morning!









Title: Defender Of The Crown (OCS/CDTV)
Publisher: Cinemaware
Developer: Master Designer Software
Released: 1986 (1991 CDTV)
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1987), DOS (1987), MAC (1987), C64 (1987), AGS (1988), CPC (1989), NES (1989), CDI (1991), GBA (2002), IOS (2011), AND (2014), WIN (2014)

Whats special about the Amiga version?
It was the lead platform during development. Released a year before any other port. Had the best graphics and sound.



12 13 14
168
KT
230
FT
1.0 G
AM 3
EJECT
BRAKE
GEAR
ARM
AM
FUEL
20698
10 MI
E S
230 FT
169 KTS
30%THRST
1.0 X MAG
ECM
37.7N
122.2W







Title: F/A-18 Interceptor (OCS)
Publisher: Electronic Arts
Developer: Intellisoft
Released: 1988
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. It might not look that great now, but in 1988 this was pretty advanced on a home computer, with good controls and a real sense of being there made it one of the best flight sims out at the time.


GAS 0
GAS 9999
GAS 0





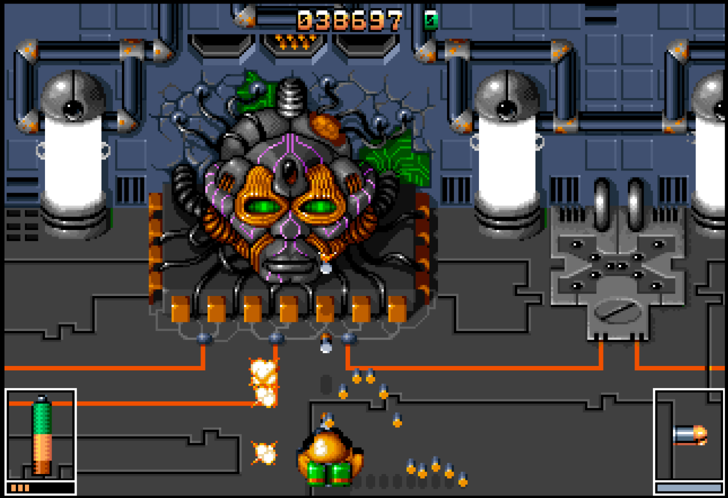


Title: Nitro (OCS)
Publisher: Psygnosis
Developer: In-House
Released: 1990
Country of Origin (Developer): UK
Players: 1-3 Players
Amiga Version: On Amiga First
Other Formats: ST (1990)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside the ST version). But had 4-way scrolling compared to 2-way on the ST, has in-game music and better SFX too.


022580 0







Title: Virocop (OCS/AGA) **Publisher:** Renegade
Developer: Graftgold
Released: 1995
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Another top game from Graftgold, this time in the form of a multi-scrolling SEU, good graphics and sound, coupled with a fun 2-player mode, proving 1995 was still a great year for the Amiga.


home village of Tambry.
It was morning.
It opened.
He entered the building.
Brv: 35 Lck: 20 Knd: 15 Vit: 12 Wlth: 20
Items
Magic
Talk
Buy
Game
List
Take
Look
Use
Give
N
S

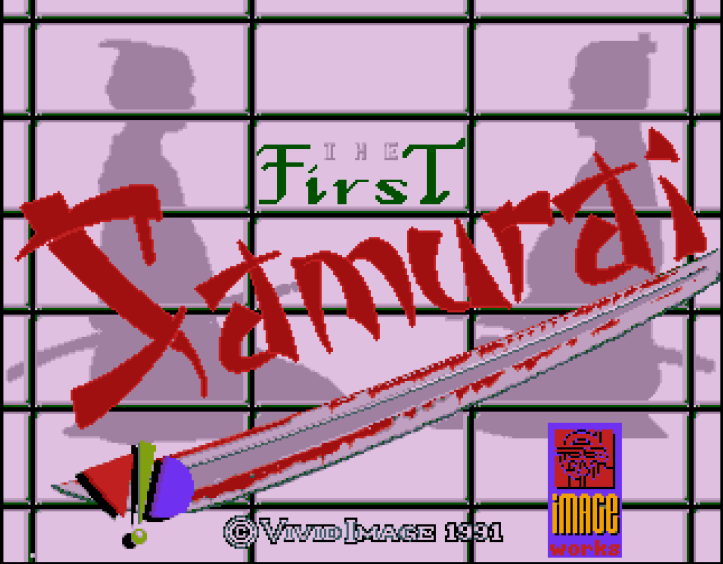






Title: The Faery Tale Adventure (OCS)
Publisher: MicroIllusions
Developer: In-House
Released: 1987
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: C64 (1988), DOS (1988), Megadrive (1991) Canned version: MAC

Whats special about the Amiga version?
It was the lead platform during development. Released a year before any other port. Had the best graphics and music.







Title: First Samurai (OCS)
Publisher: Image Works
Developer: Mirrorsoft
Released: 1991
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), C64 (1991), DOS (1992), SNES (1993).

Whats special about the Amiga version?
It was the lead platform during development. It was released first (alongside the ST version), but had the best graphics and music, smoother scrolling, and bigger screen area.

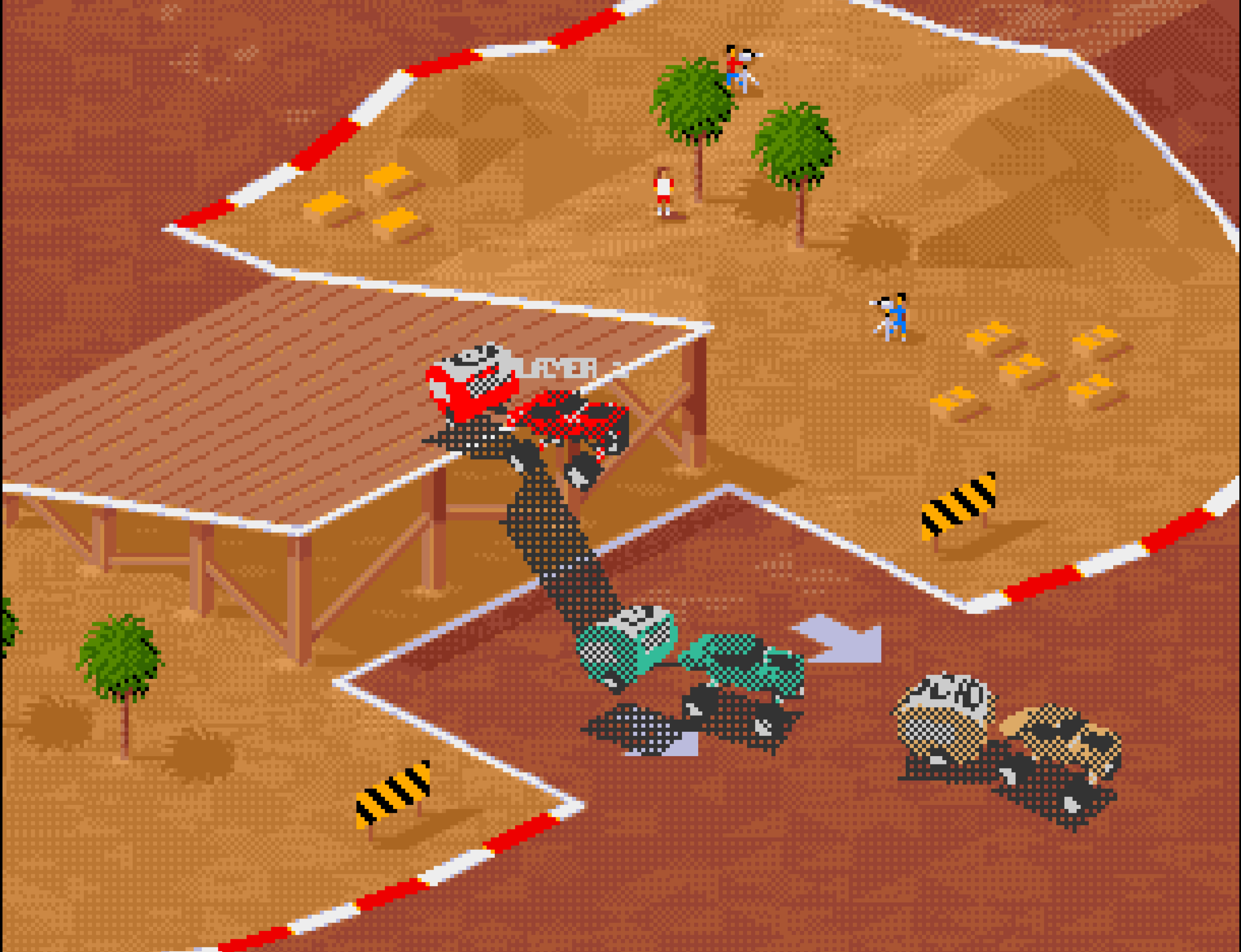


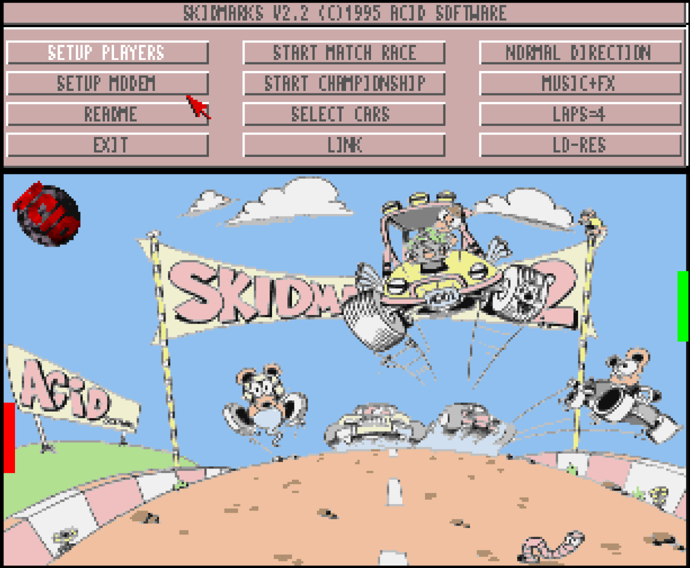


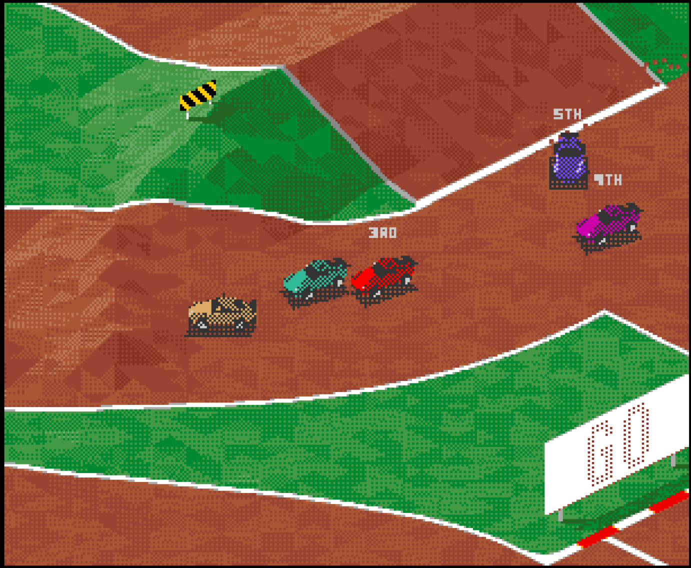


Title: Project X RE (OCS/CD32)
Publisher: Team 17
Developer: In-House
Released: 1993 (1994 CD32)
Country of Origin (Developer): Sweden
Players: 1-2 Players (Turn Based) **Amiga**
Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. This improved revised edition horizontal SEU is another classic from Team 17, again the graphics and music are great as you would expect from one of the top Amiga design teams, but the game itself is just pure SEU action.









Title: Super Skidmarks (OCS/AGA/CD32)
Publisher: Acid Software
Developer: In-House
Released: 1995
Country of Origin (Developer): New Zealand
Players: 1-4 Players
Amiga Version: On Amiga First
Other Formats: MD (1995)

Whats special about the Amiga version?
It was the lead platform during development, and was released first.
Had the most amount of tracks and different vehicles. Half the price of the console version.


SCORE
000190
TIME
09:33
035
02
99







Title: Kid Chaos (OCS/CD32)
Publisher: Ocean Software
Developer: Magnetic Fields
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Kid Chaos really showed off that the A500 was more than capable of a proper Sonic game, and it shows in the gameplay and level design that it isn't too far off the original, fast and fluid too, a really fun to play game.


1UP 00013900
E
02:38
37

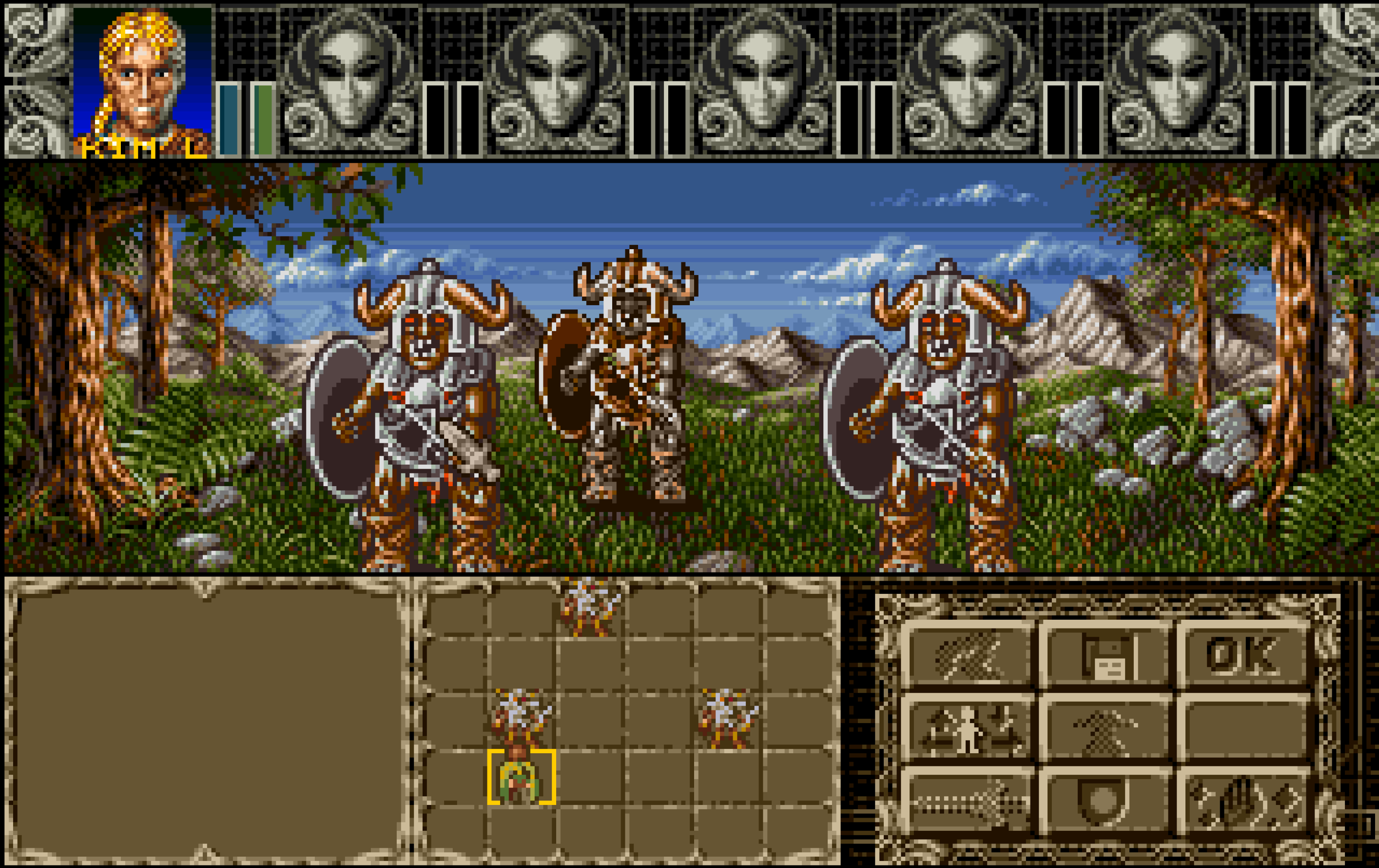






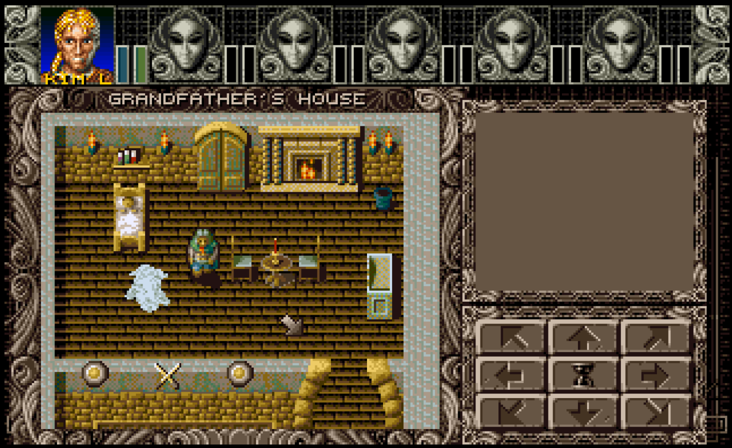
Title: Superfrog (OCS/CD32)
Publisher: Team 17
Developer: In-House
Released: 1993 (1994 CD32)
Country of Origin (Developer): Sweden
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: DOS (1994), WIN (2012), BLB (2013)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. CD32 version added cartoon intro and CD audio.


OK







Title: Ambermoon (OCS)
Publisher: Thalion
Developer: In-House
Released: 1993
Country of Origin (Developer): Germany
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None, Canned: ST, DOS

Whats special about the Amiga version?
Amiga Exclusive. The sequel to Amberstar which was released on other systems, Ambermoon however was Amiga exclusive as the other versions were never completed. A superb RPG game, not just in terms of the Amiga but any system.









Title: It Came From The Desert (OCS)
Publisher: Cinemaware
Developer: In-House
Released: 1989
Country of Origin (Developer): USA
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1990) PCECD (1992)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. Had the best graphics and sound.



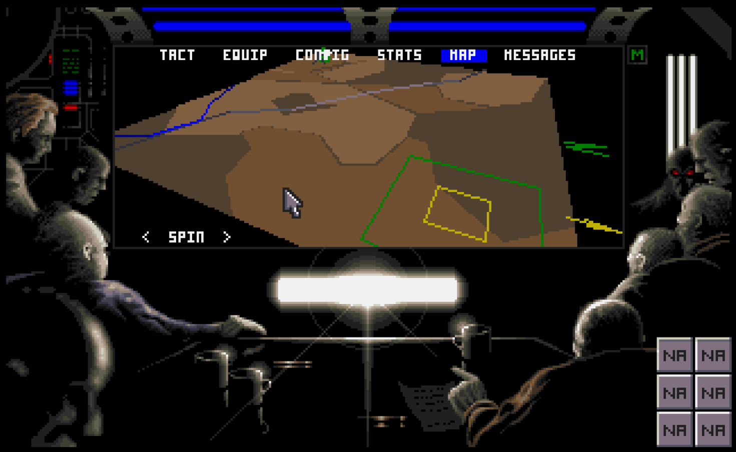




Title: Seek And Destroy (OCS/AGA/CD32)
Publisher: Mindscape
Developer: Vision
Released: 1993 (1994 CD32)
Country of Origin (Developer): New Zealand
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1996).

Whats special about the Amiga version?
It was the lead platform during development, and was released three years before any other version.







Title: Armour Geddon II (OCS)
Publisher: Psygnosis
Developer: In-House
Released: 1994
Country of Origin (Developer): UK
Players: 1-2 Players (Turn Based)
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. This Amiga only sequel of the original RTS sim, graphically improves the frame-rate, enhanced SFX, along with more vehicles and weapons to the already great game.


Roper
60
00
5:40
01
01
03
02
01
02
01
02







Title: Lemmings 2 - The Tribes (OCS)
Publisher: Psygnosis
Developer: DMA Design
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1993), DOS (1993), SNES (1994), MD (1994), GB (1994), ARC (1994), FMT (1994), MOB (2009)

Whats special about the Amiga version?
It was the lead platform during development, and was released first. Had the best music.









Title: Gloom Deluxe (OCS/AGA)
Publisher: Guildhall Leisure
Developer: Black Magic
Released: 1996
Country of Origin (Developer): New Zealand
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Not only does it still play well on budget Amiga’s, but those with more power can take advantage of better graphics. One of the most fun FPS games on any format, amazing deaths and SFX go alongside!


SKILL SHOT
MEAN MACHINES

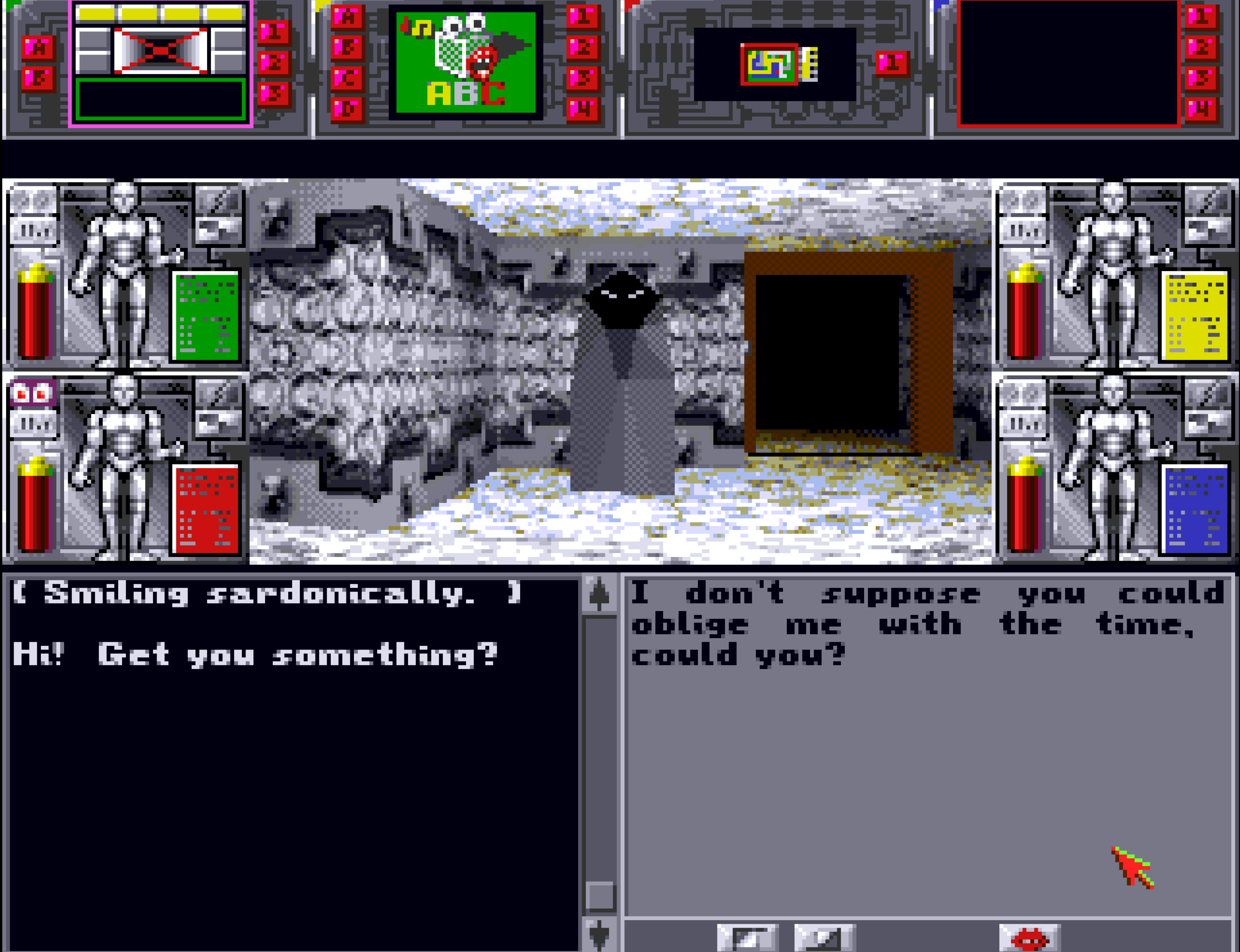






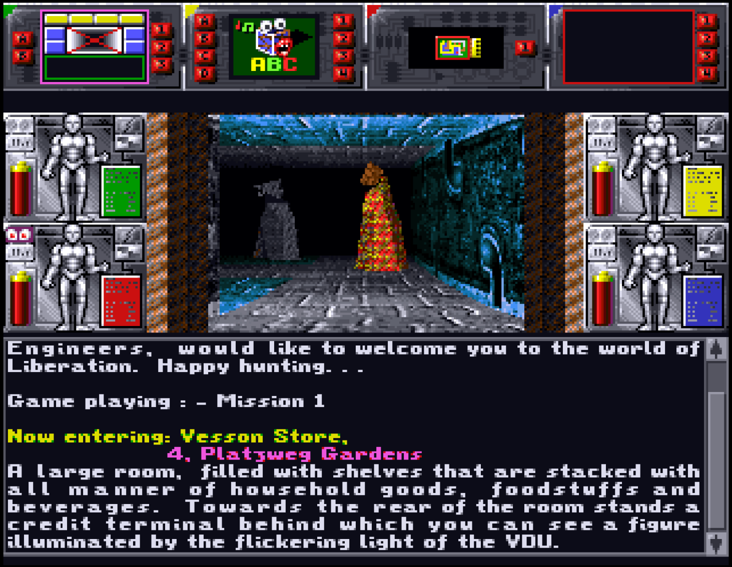
Title: Slam Tilt (AGA/CD32)
Publisher: 21st Century Entertainment
Developer: Liquid Dezign
Released: 1996
Country of Origin (Developer): Sweden
Players: 1-8 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1997)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version.


ABC
(Smiling sardonically.)
Hi! Get you something?
I don't suppose you could oblige me with the time, could you?

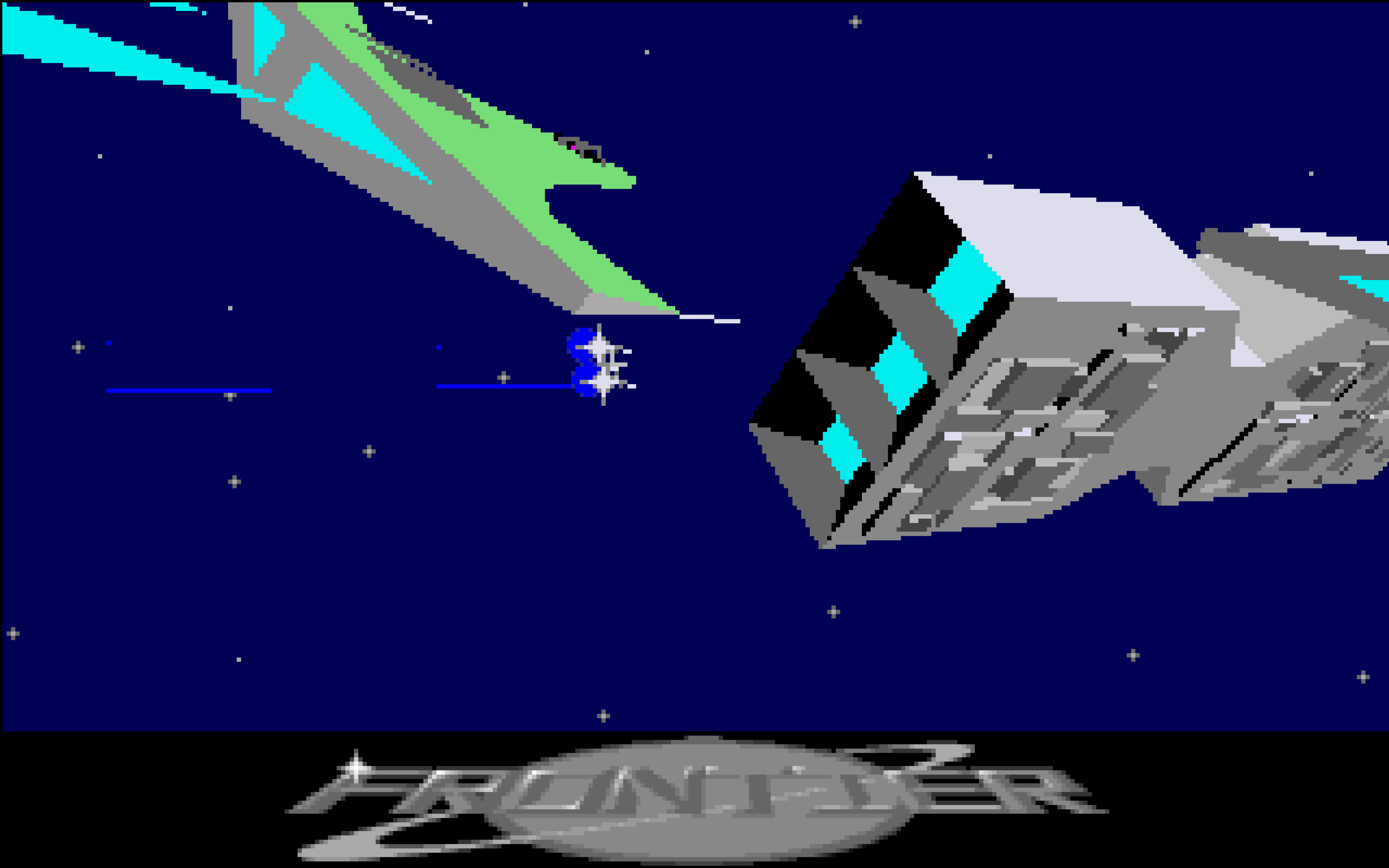
LIBERATION CD32





Title: Liberation: Captive II (OCS/AGA/CD32)
Publisher: Mindscape
Developer: Byte Engineers
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. THE game that kickstarted the CD32 sales, unfortunately Commodore went bankrupt a couple of months later and the rest was history, a fantastic adventure RPG game, great graphics, intro, speech, this game had it all!


FRONTIER







Title: Frontier : Elite 2 (OCS/CD32)
Publisher: Gametek
Developer: In-House
Released: 1993 (1994 CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1993), DOS (1993)

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside ST, DOS versions).

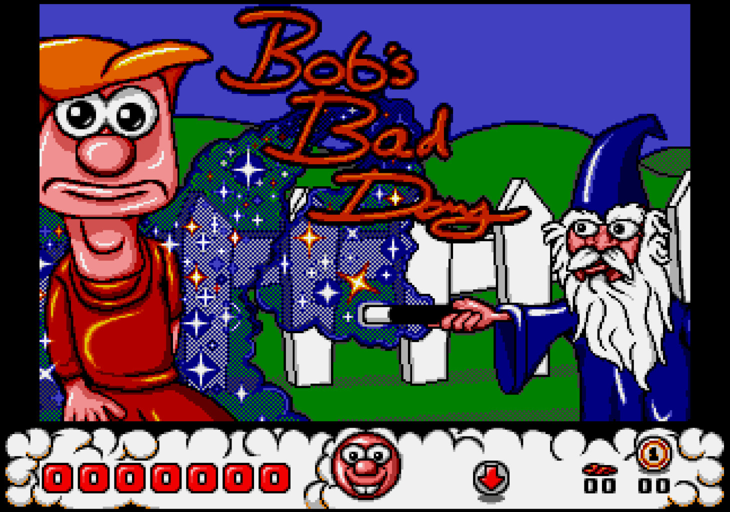


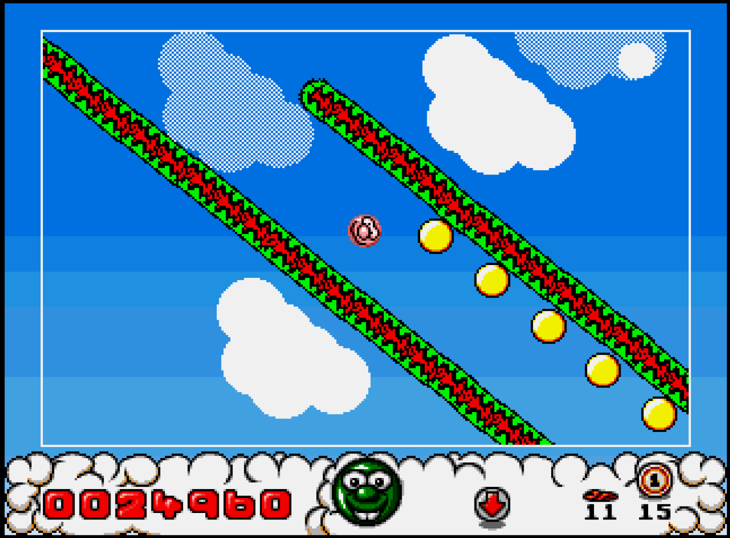


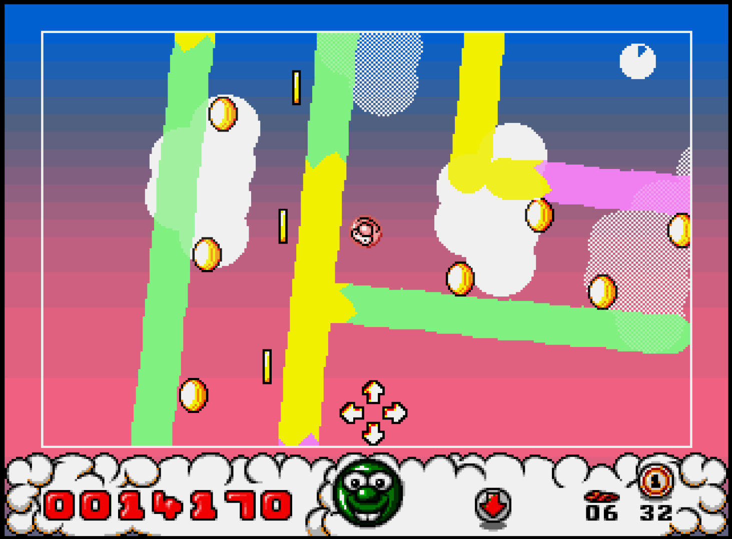


Title: Goal! (OCS)
Publisher: Virgin Games
Developer: Dino & Dini Productions
Released: 1993
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: On Amiga First
Other Formats: ST (1993), DOS (1994), MD* (1994), SNES* (1994) *Released as 'Dino Dini's Soccer')

Whats special about the Amiga version?
It was the lead platform during development, and released first (alongside the ST version). But played faster, had better graphics and sound.







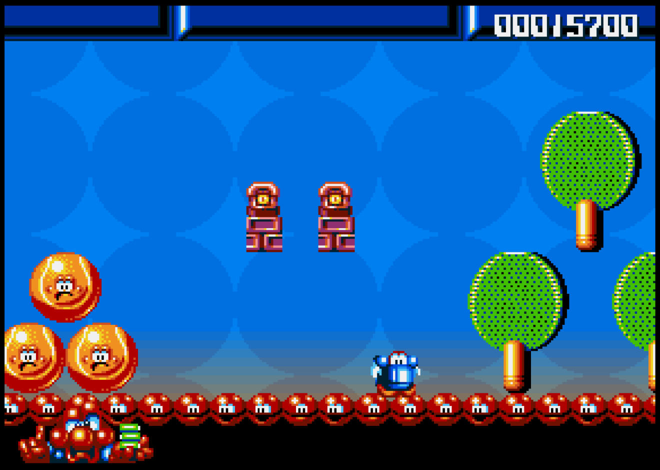
Title: Bob's Bad Day (OCS)
Publisher: Psygnosis
Developer: The Dome
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Originally hitting the headlines for having 'Mode-7' SNES type graphical effects on the Amiga, but the game stand's well on its own, being very fun (and annoying) at the same time, but with a 'just one more' go appeal! Well worth playing.


ARCTIC
TOYS
Prop. S.CLAUS







Title: James Pond II - Robocod (OCS/AGA/CD32)
Publisher: Millennium
Developer: Vectordean
Released: 1991 (1993 AGA/CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: ST (1991), MD (1991), C64 (1992), DOS (1993), ARC (1993), GB (1993), GG (1993), MS (1993), SNES (1993), PS1 (2001), GBA (2004), DS (2005), PS2 (2006)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside ST/MD versions). Half the price of the console version. CD32 version had animated intro and CD audio.



0000005
LIVES
2
LOOPS
3
SHIELD
1
2
0000000
LIVES
0
LOOPS
0
SHIELD

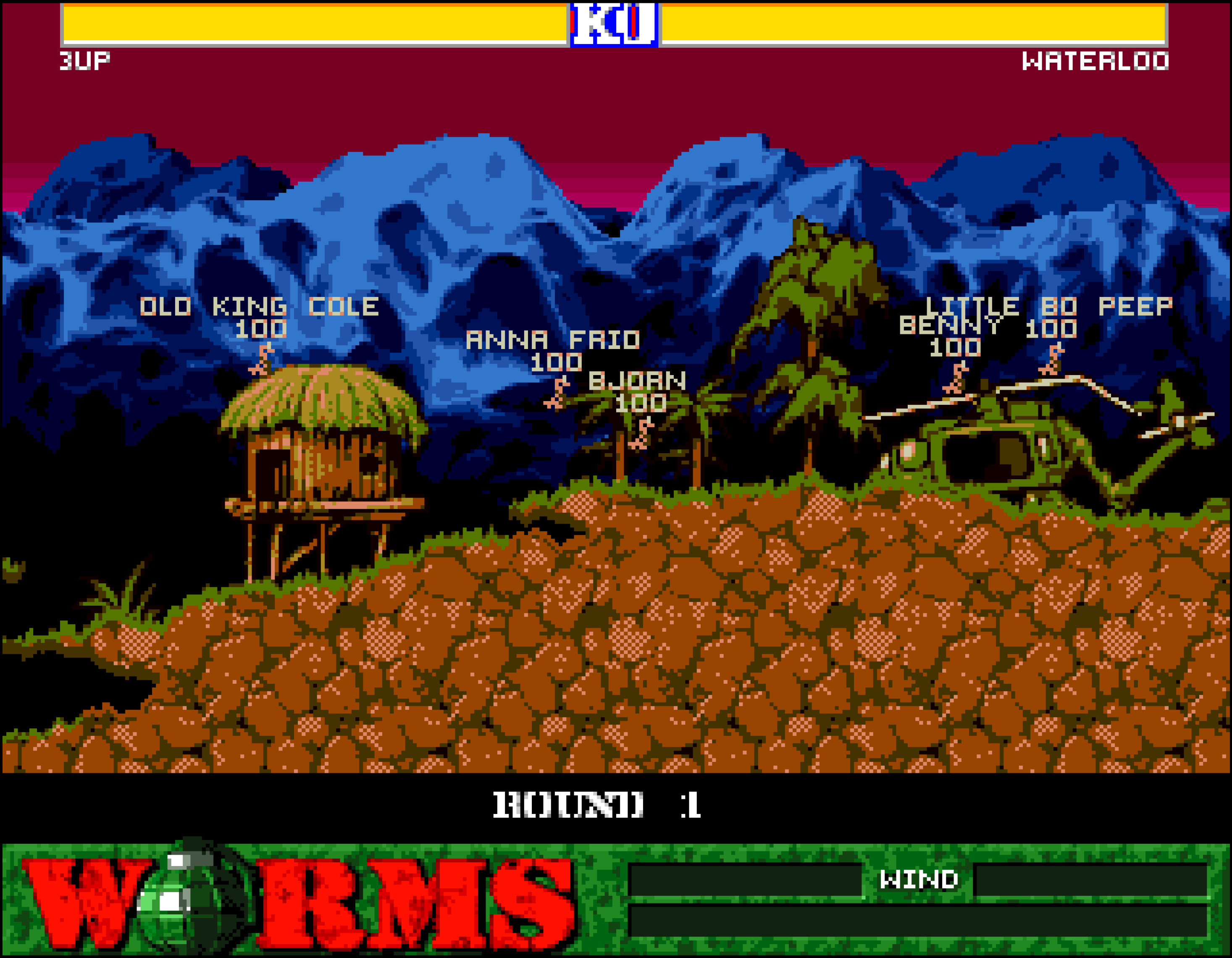






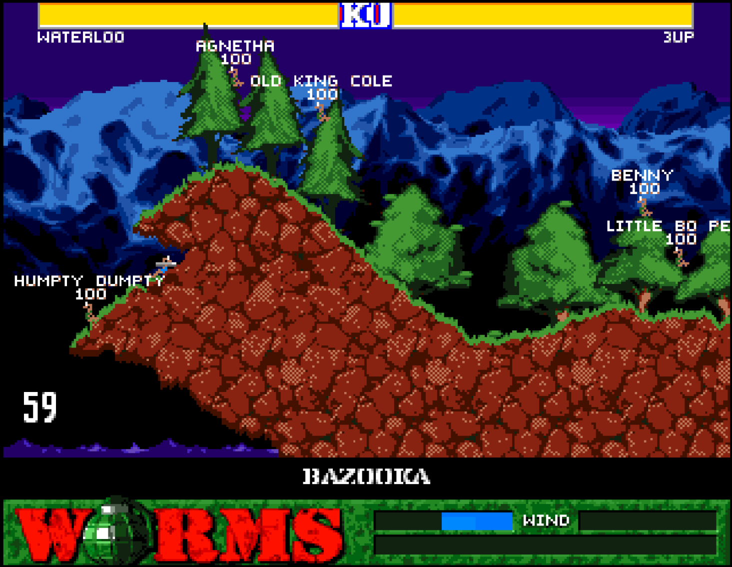
Title: Banshee (AGA/CD32)
Publisher: Core Design
Developer: In-House
Released: 1994
Country of Origin (Developer): Denmark
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Vertical SEU from Core Design, powered by AGA Amiga’s, meaning stunning looking graphics and sound, with a 2-player mode, this is one of the best vertical SEU’s on the Amiga, a must play! CD32 version added CD audio.


KO
3UP
WATERLOO
OLD KING COLE
100
ANNA FRID
100
BJORN
100
LITTLE BO PEEP
BENNY
100
100
ROUND 1
WORMS
WIND





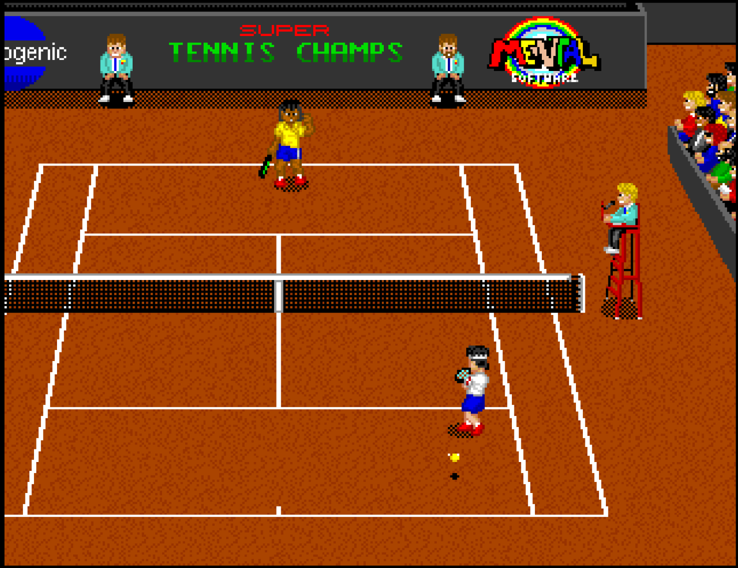


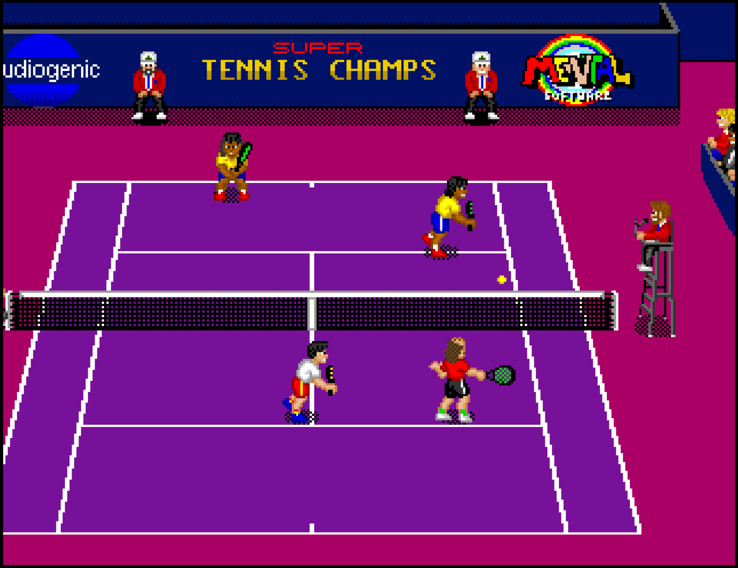
Title: Worms (OCS/CD32)
Publisher: Team 17
Developer: In-House
Released: 1995
Country of Origin (Developer): UK
Players: 1-4 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1995), GB (1996), MD (1996), SNES (1996), MAC (1996), PS1 (1996), SAT (1996), JAG (1998)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside the DOS version). CD32 version had a rendered intro and CD audio.


audiogenic
SUPER
TENNIS CHAMPS
SUPER
TENNIS CHAMPS
1 2 3 4 5
KRAS
CARLOS
0
JAKE
DANIEL
0







Title: Super Tennis Champs (OCS)
Publisher: Audiogenic
Developer: Mental Software
Released: 1995
Country of Origin (Developer): UK
Players: 1-4 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Whilst the graphics and sound are simplistic, think Super Tennis on the SNES, this plays great, fun in 2-player mode, and lots of other options, a great tennis game.


SC 056829 % 21
TI 293 LI04
100
100

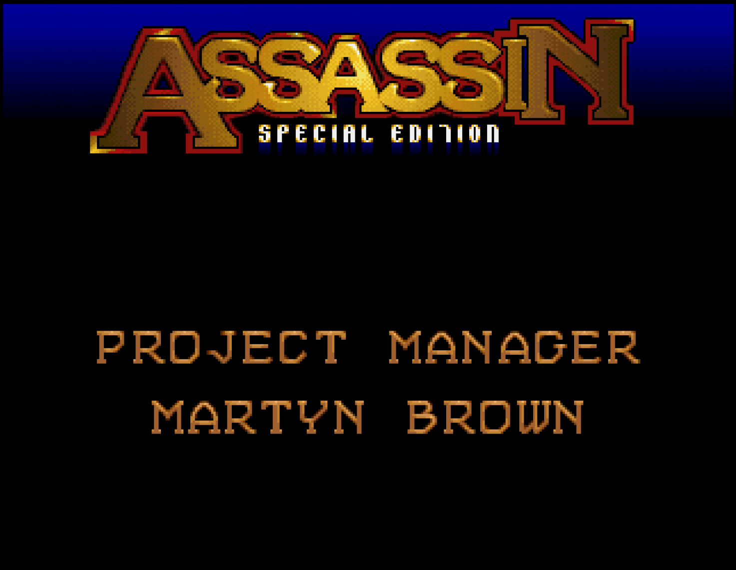


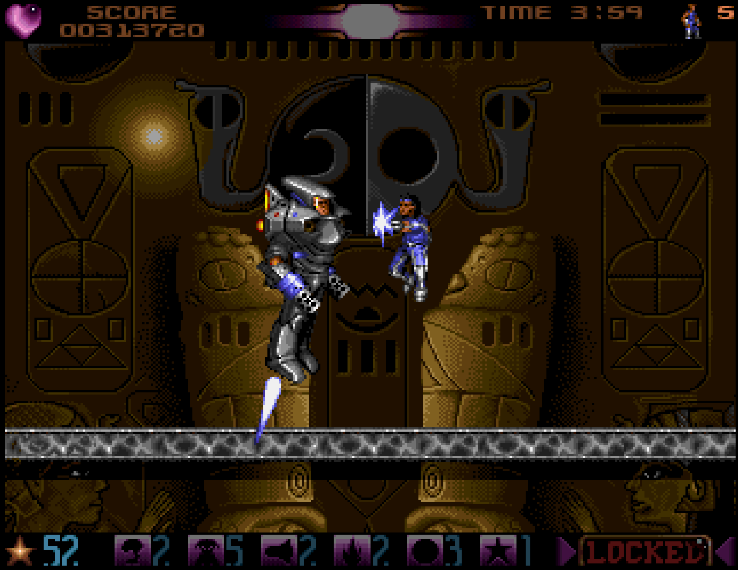




Title: Zool (OCS/AGA/CD32)
Publisher: Gremlin Graphics
Developer: In-House
Released: 1992 (1993 AGA/CD32)
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1993), DOS (1993), ARC (1993), GB (1993), MD (1993), SNES (1993), MS (1993), GG (1993), BLB (2013)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version. Had the best graphics and music.



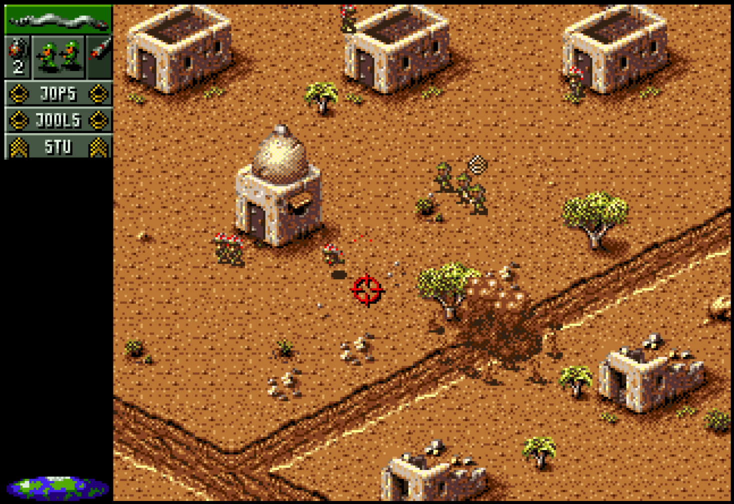




Title: Assassin SE (OCS/CD32)
Publisher: Team 17
Developer: Psionic Systems
Released: 1994
Country of Origin (Developer): Uk
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Some prefer the original Assassin over the Special Edition, whilst both are good games, this Amiga exclusive, feels improved upon, with better weapons and level design.







Title: Cannon Fodder 2 (OCS)
Publisher: Virgin Interactive
Developer: Sensible Software
Released: 1994
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1994)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside DOS version).


enemy
EYE-KEY
3 18
life : 3
score
2607
hi-SC
100000
stage 1
0





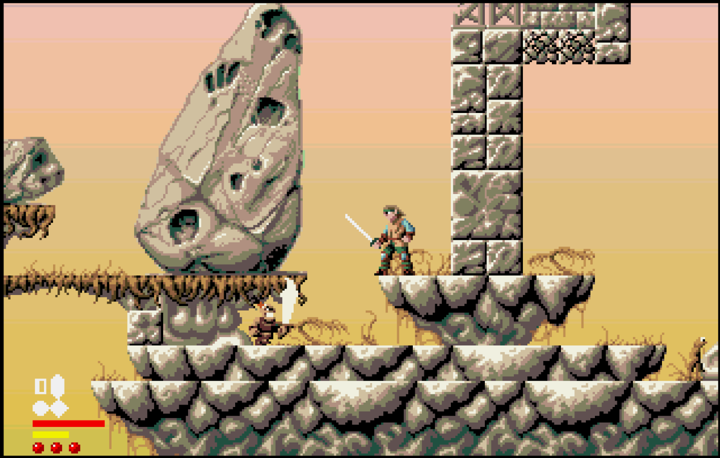


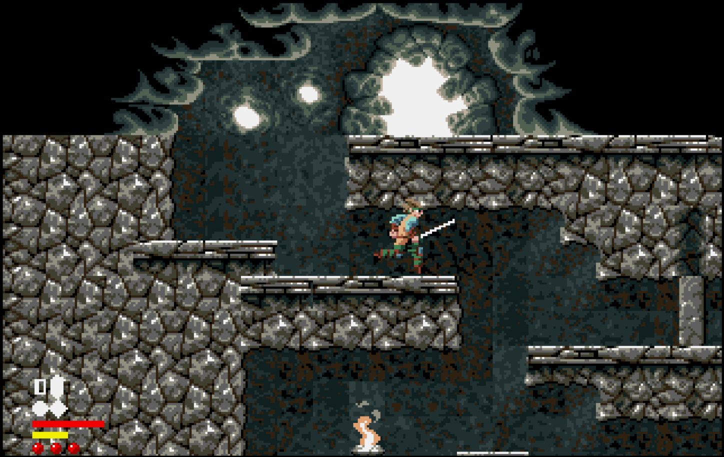
Title: Risky Woods (OCS)
Publisher: Electronic Arts
Developer: Zeus
Released: 1992
Country of Origin (Developer): Spain
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1992), DOS (1992), MD (1992)

Whats special about the Amiga version?
It was the lead platform during development, and was released first (alongside ST,DOS versions). Had faster gameplay and better music.



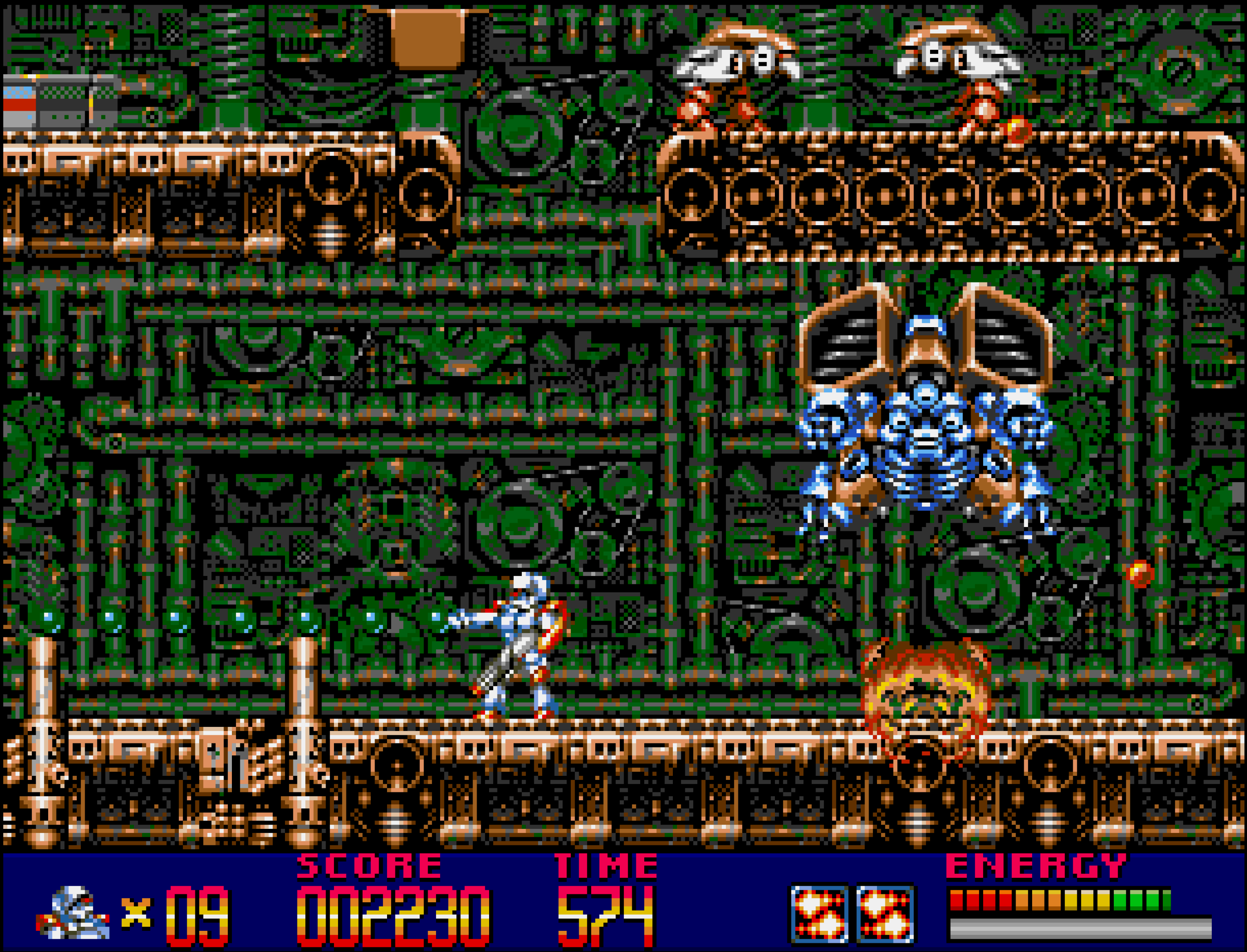




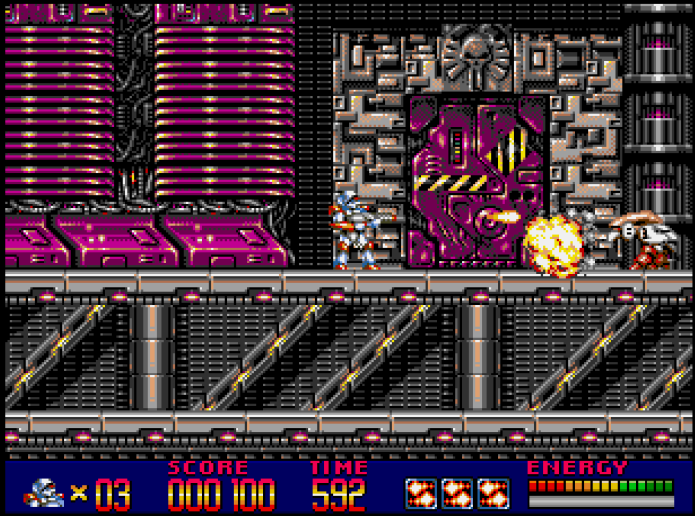


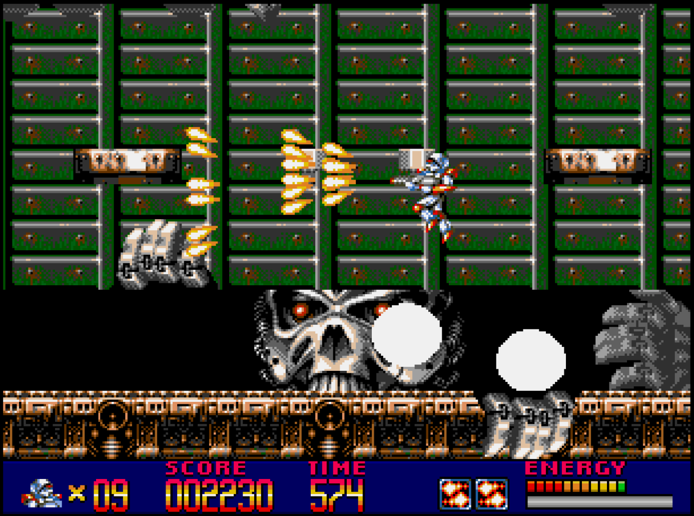
Title: Odyssey (OCS)
Publisher: Audiogenic
Developer: In-House
Released: 1995
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Another platform game that was missed by alot of people at the time (late 1995) but those who did buy it found themselves a cracking platform game, great animation and plenty of fun to be had with this little gem.


×09
SCORE
002230
TIME
574
ENERGY







Title: Turrican 3 (OCS)
Publisher: Renegade
Developer: Factor 5
Released: 1993
Country of Origin (Developer): Germany
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: MD* (1994), WII (2008), BLB (2013) *Known as Mega Turrican, Canned: CD32

Whats special about the Amiga version?
Was actually a port of the Megadrive game, but due to publishing problems the Amiga version was released a year before the Megadrive one. Half the price of the console version.


1UP
800
2UP
0





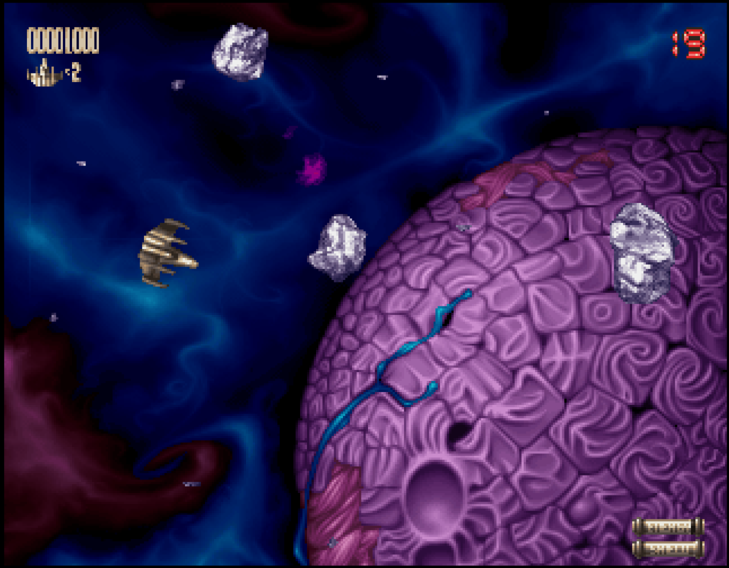


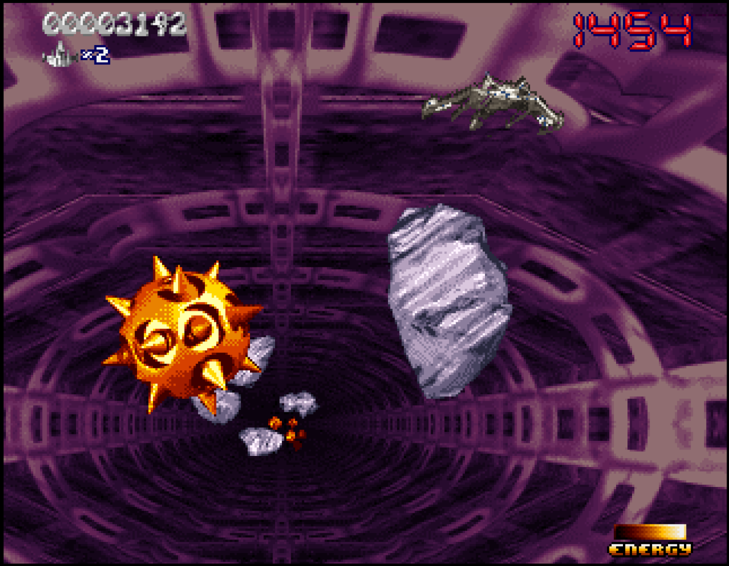
Title: Uridium 2 (OCS/AGA)
Publisher: Renegade
Developer: Graftgold
Released: 1993
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: Canned: CD32

Whats special about the Amiga version?
Amiga Exclusive. Horizontal SEU action, and it's a great sequel that improves in all areas, as well as a fun 2-player mode, the main game area is bigger and allows for more fun SEU action.


56



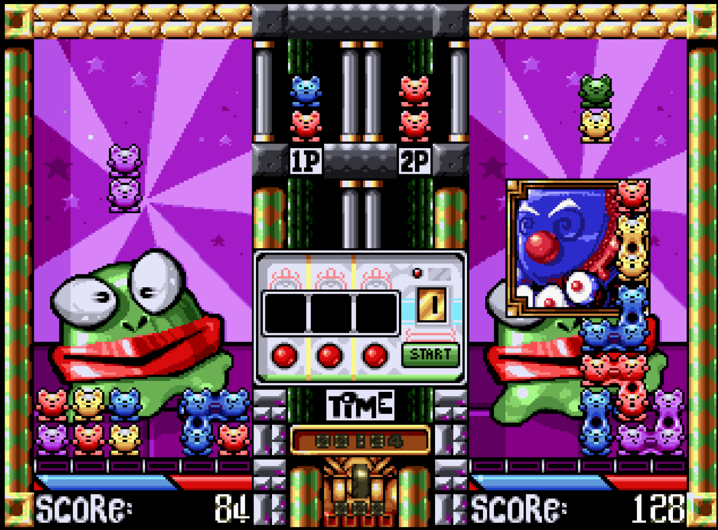


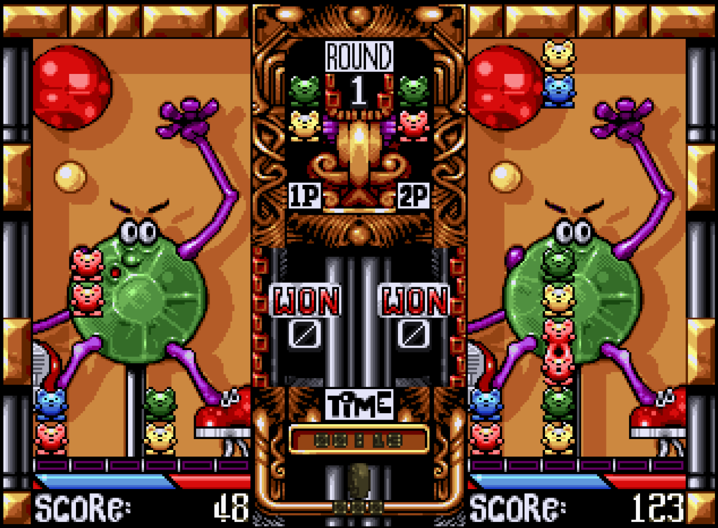


Title: Super Stardust (AGA/CD32)
Publisher: Team 17
Developer: Bloodhouse
Released: 1994
Country of Origin (Developer): Finland
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: DOS (1996)

Whats special about the Amiga version?
It was the lead platform during development, and was released two years before any non Amiga platform. Described as Asteroids on steroids! Amazing ray-traced graphics, and fantastically fun gameplay.







Title: Minskies Furballs (OCS/AGA)
Publisher: Guildhall Leisure
Developer: Binary Emotions
Released: 1996
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Released at a time the Amiga was in steep decline, this often overlooked puzzle game is one of the best on the system, taking similarities from certain arcade games, this is great fun nonetheless!





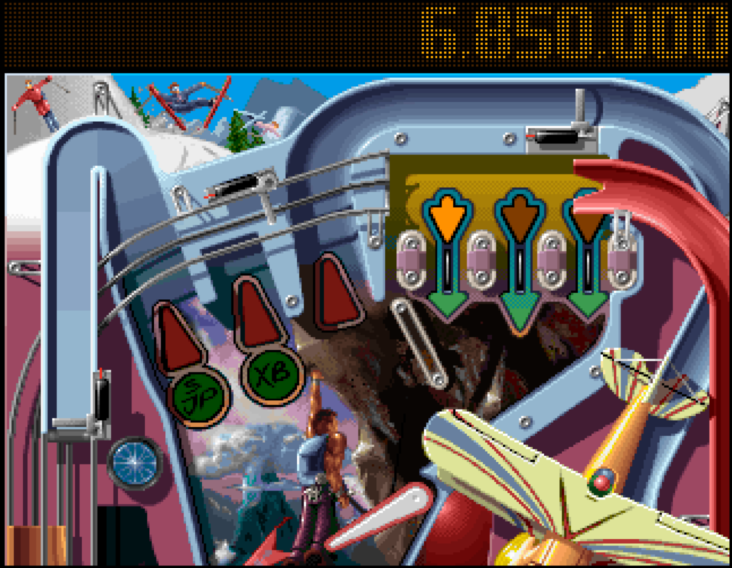
Title: Traps 'n' Treasures (OCS)
Publisher: Starbyte Software
Developer: Nightingale Productions
Released: 1993
Country of Origin (Developer): Switzerland
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: Canned: CD32



Whats special about the Amiga version?
Amiga Exclusive. One of those games that slipped under the radar during 1993 with other big titles being released, whilst the graphics and sound are only average, its the game itself that keeps you wanting to play more.


SNIPER
SHOOT OUT
RIOTS
JAIL BREAK
RICOCHET
x2
x4
x6
x8
x10
ARREST AGAIN
DIGITAL ILLUSIONS
DESIGN BY:





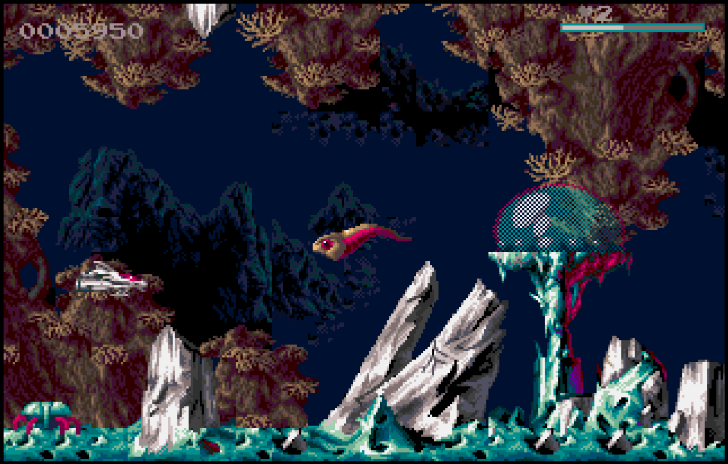


Title: Pinball Illusions (AGA/CD32)
Publisher: 21st Century Entertainment
Developer: Digital Illusions
Released: 1995
Country of Origin (Developer): Sweden
Players: 1-8 Players (Turn Based)
Amiga Version: On Amiga First
Other Formats: DOS (1995)

Whats special about the Amiga version?
It was the lead platform during development, and was released first before any other version.


0005950







Title: Disposable Hero (OCS/CD32)
Publisher: Gremlin Graphics
Developer: Boys Without Brains (Euphoria)
Released: 1993 (1994 CD32)
Country of Origin (Developer): Netherlands
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Horizontal SEU action from Gremlin Graphics, great graphics and music. A slightly slower SEU game (and a little hard!) but still a very fun game that SEU fans should play!


5
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000000
0







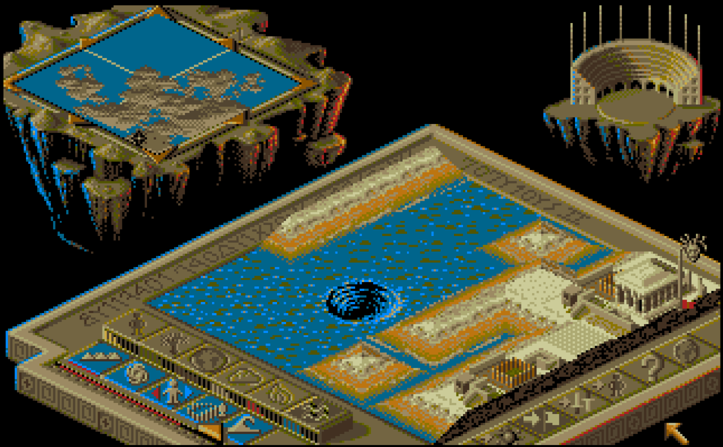
Title: Second Samurai (OCS/AGA)
Publisher: Psygnosis
Developer: Vivid Image
Released: 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: MD* (1994) * Contains changes in gameplay.

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version.



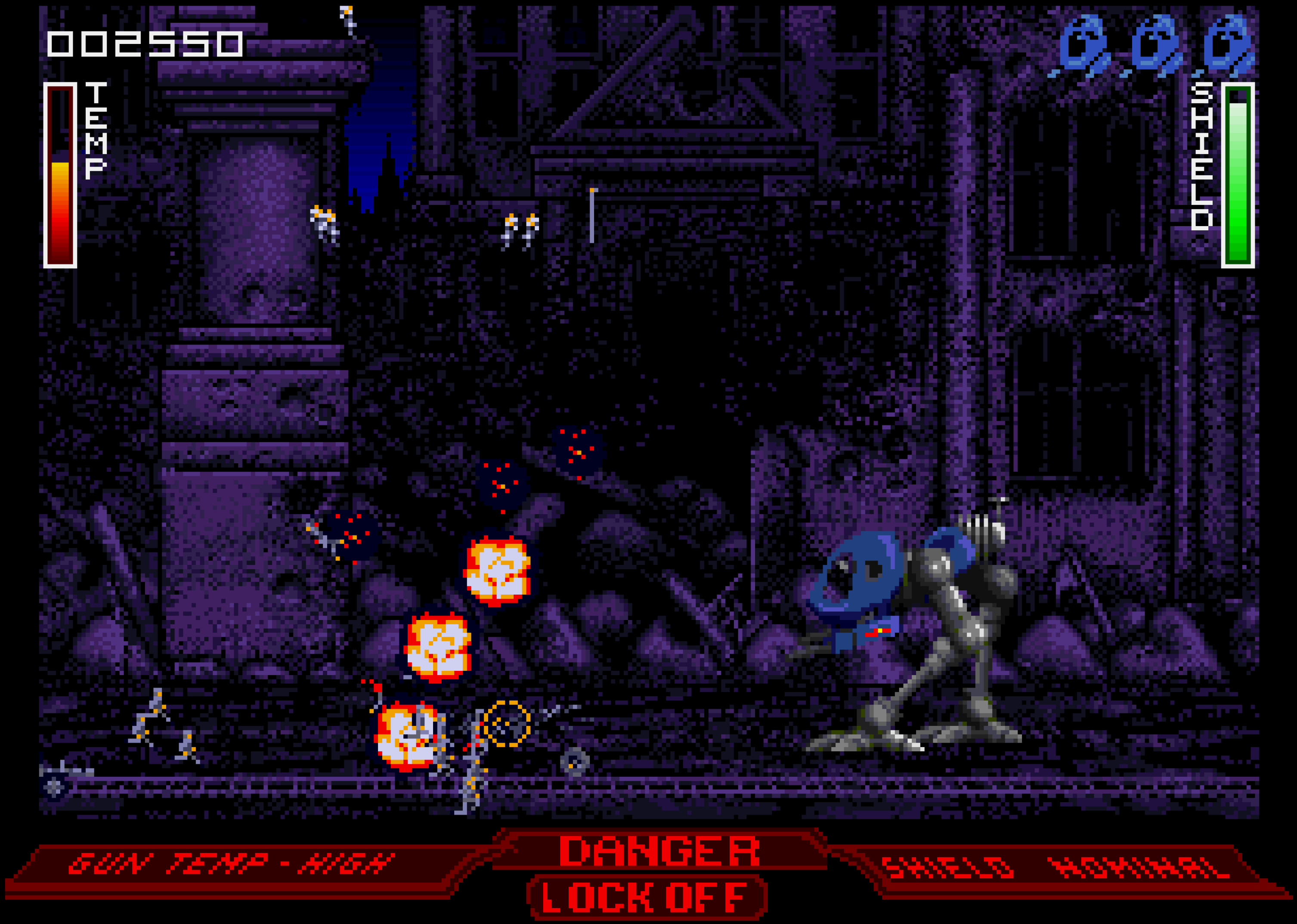




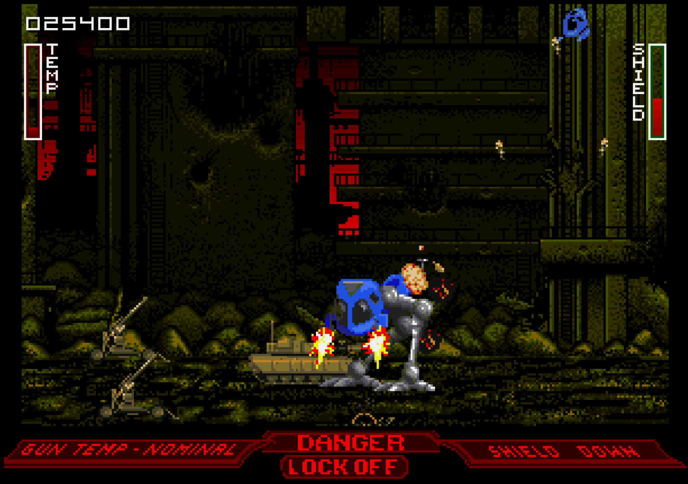


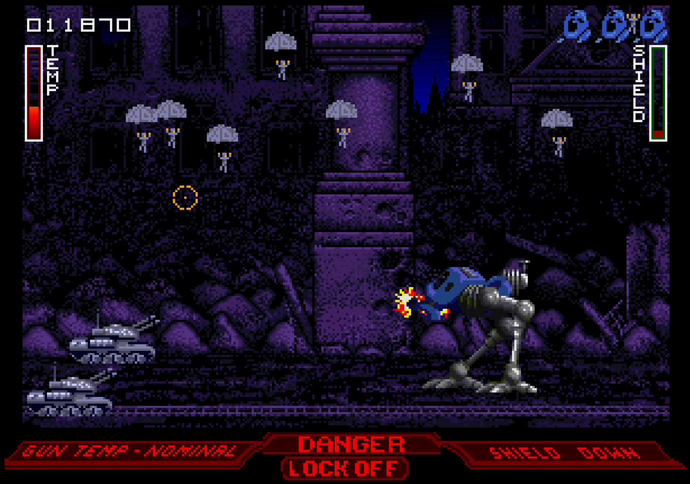
Title: Populous II (OCS)
Publisher: Electronic Arts
Developer: Bullfrog Productions
Released: 1991
Country of Origin (Developer): UK
Players: 1-2 Players (Modem)
Amiga Version: On Amiga First
Other Formats: ST (1992), MD (1992), X68 (1992), DOS (1993), SNES (1993), FMT (1993), PC98 (1993), MAC (1994), WIN (2011).

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version.


002550
TEMP
SHIELD
GUN TEMP - HIGH
DANGER
LOCK OFF
SHIELD NOMINAL







Title: Walker (OCS)
Publisher: Psygnosis
Developer: DMA Design **Released:** 1993
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. In production even before Lemmings was on the drawing board in 1990, another 3 years later and Walker came out to rave reviews, fun giant walker SEU action!


"YOU'D ACTUALLY PAY TO VISIT
KARAMOON ? OK, WELL STAND STILL







Title: Shadow Of The Beast II (OCS)
Publisher: Psygnosis
Developer: Reflections
Released: 1990
Country of Origin (Developer): UK
Players: 1 Player
Amiga Version: On Amiga First
Other Formats: ST (1991), MD (1992), FMT (1993), MCD (1994)

Whats special about the Amiga version?
It was the lead platform during development, and was released a year before any other version.







Title: Super Methane Bros (OCS/CD32)
Publisher: Apache
Developer: In-House
Released: 1994
Country of Origin (Developer): UK
Players: 1-2 Players
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. (Has been released under GPL license in 2011 but not for sale, so still technically a commerical exclusive release). Great 2-player arcade platform game in the style of Bubble Bobble.



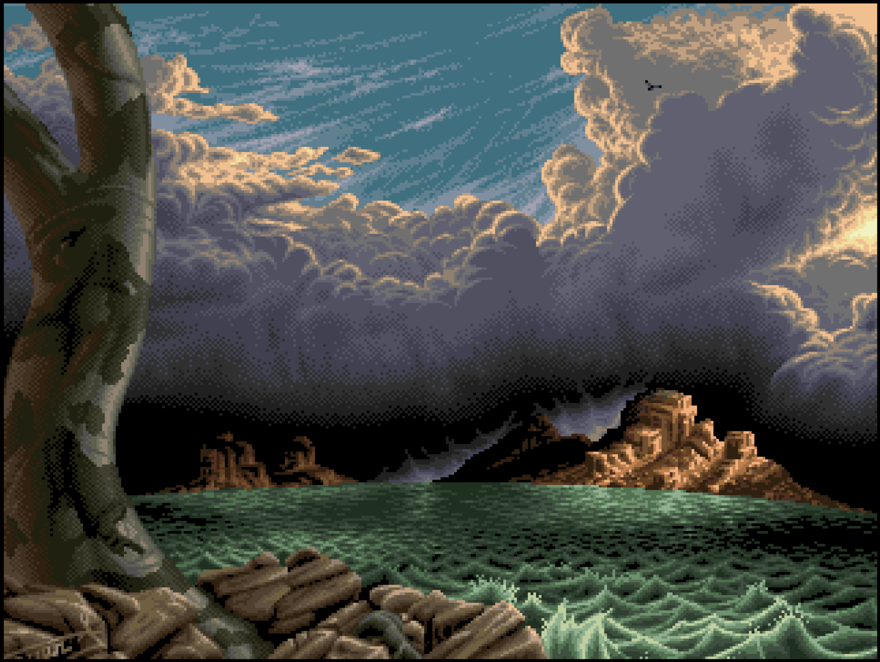




Title: Breathless (AGA)
Publisher: Power Computing
Developer: Fields of Vision
Released: 1995
Country of Origin (Developer): Italy
Players: 1 Player
Amiga Version: Amiga Exclusive
Other Formats: None

Whats special about the Amiga version?
Amiga Exclusive. Up there with Gloom as a decent FPS that can run on a fairly low spec Amiga, good graphics and fun to play.

Other great Amiga games



After an exhaustive look through 101 Amiga games, the second part of the book just for fun, adds some genre defining games on the Amiga platform.

These games show the Amiga not just had great exclusive and original games, but it also had great ports from other formats and a diverse selection of games in every genre that would make any console owner weep with envy.

10 Great Amiga Arcade Platform Games











Top Row - **The Newzealand Story** (Ocean, OCS, 1989)
Putty (System 3, OCS, CD32, 1992-94)
Bubble Bobble (Firebird, OCS, 1987)
Parasol Stars: The Story of Rainbow Islands II (Ocean, OCS, 1992)

Middle Row - **Fuzzball** (System 3, OCS, 1991)
Rainbow Islands (Ocean, OCS, 1990)

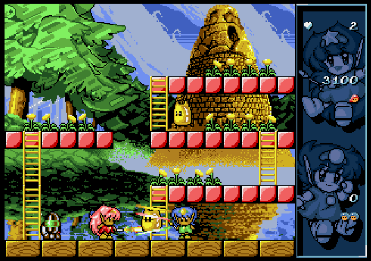
Bottom Row - **Super Methane Bros** (Apache Software, OCS, CD32, 1993-4)
Qwak (Team 17, OCS, CD32, 1993-4)
Naughty Ones (Interactivision, OCS, AGA, CD32, 1994)
Rodland (Storm, OCS, 1991)









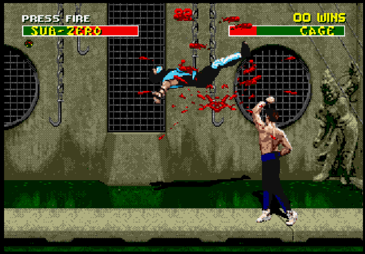


10 Great Amiga Fighting Games









Top Row - **Budokan: The Martial Spirit** (Electronic Arts, OCS, 1989)
IK+ (System 3, OCS, CD32, 1988-94)
Shadow Fighter (Gremlin Interactive, OCS, AGA, CD32, 1995)
Mortal Kombat II (Acclaim Entertainment, OCS, 1995)

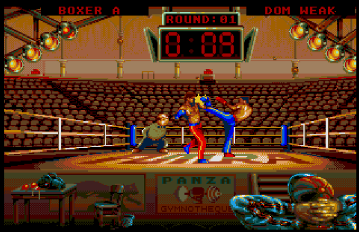


Middle Row - **Mortal Kombat** (Virgin Interactive, OCS, 1993)
Fightin' Spirit (Neo Software Produktions, OCS, AGA, CD32, 1996)



Bottom Row - **Super Street Fighter II: The New Challengers** (US Gold, OCS, AGA, 1995)
Capital Punishment (PXL Computers, AGA, 1996)
Panza Kick Boxing (Loriciel, OCS, 1990)
Ultimate Body Blows (Team 17, CD32, 1994)





10 Great Amiga Flight Sim Games











Top Row - **Knights of the Sky** (MicroProse Software, OCS, 1991)
F-15 Strike Eagle II (MicroProse Software, OCS, 1991)
Gunship 2000 (MicroProse Software, OCS, CD32, 1993-4)
Reach for the Skies (Virgin Games, OCS, 1992)

Middle Row - **Combat Air Patrol** (Psygnosis, OCS, 1993)
F/A-18 Interceptor (Electronic Arts, OCS, 1988)

Bottom Row - **F29 Retaliator** (Ocean, OCS, 1989)
Thunderhawk AH-73M (Core Design, OCS, 1991)
Birds of Prey (Electronic Arts, OCS, 1991)
Falcon (Spectrum HoloByte, OCS, 1988)







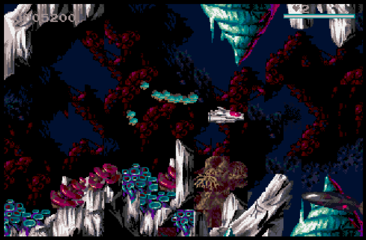




10 Great Amiga Horizontal SEU Games











Top Row - **Agony** (Psygnosis, OCS, 1992)
Apidya (Blue Byte, OCS, 1992)
Disposable Hero (Gremlin Graphics, OCS, CD32, 1993-4)
Tubular Worlds (Dongleware, OCS, AGA, 1994)

Middle Row - **Project-X Revised Edition** (Team 17, OCS, 1993)
Saint Dragon (Storm, OCS, 1990)

Bottom Row - **Silk Worm** (Virgin Games, OCS, 1989)
Uridium 2 (Renegade, OCS, AGA, 1993)
X-Out (Rainbow Arts, OCS, 1990)
Z-Out (Rainbow Arts, OCS, 1991)











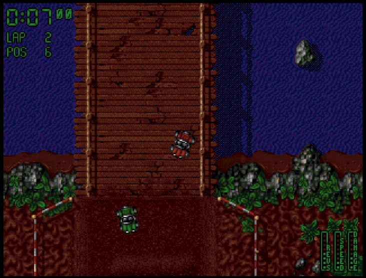
10 Great Amiga Overhead Racing Games











Top Row - **All Terrain Racing** (Team 17, OCS, CD32, 1995)
Roadkill (Acid Software, AGA, CD32, 1994-5)
Ivan 'Ironman' Stewart's Super Off Road (Virgin Games, OCS, 1990)
Super Cars II (Gremlin Graphics, OCS, 1991)

Middle Row - **Turbo Trax** (Arcane Entertainment, OCS, 1995)
Jupiter's Masterdrive (Ubi Soft, OCS, 1990)

Bottom Row - **Micro Machines** (Codemasters, OCS, 1993)
Nitro (Psygnosis, OCS, 1990)
Indy Heat (Storm, OCS, 1992)
Super Skidmarks (Acid Software, OCS, AGA, CD32, 1995)











10 Great Amiga SEU Games











Top Row - **Guardian** (Acid Software, AGA, CD32, 1994)
Wing Commander (Origin Systems, OCS, CD32, 1992-3)
Seek and Destroy (Mindscape, OCS, AGA, CD32, 1993-4)
Zeewolf 2: Wild Justice (Pinnacle, OCS, 1995)

Middle Row - **Starglider 2** (Rainbird, OCS, 1988)
Jungle Strike (Ocean, OCS, AGA, CD32, 1994)

Bottom Row - **Desert Strike: Return to the Gulf** (Electronic Arts, OCS, 1993)
Simulcra (MicroStyle, OCS, 1990)
Super Stardust (Team 17, AGA, CD32, 1994-5)
Virus (Firebird, OCS, 1988)



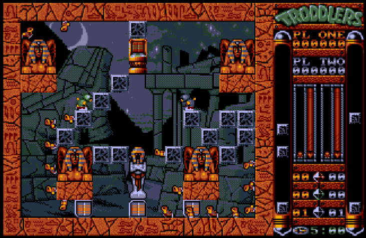


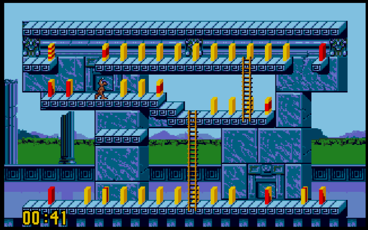




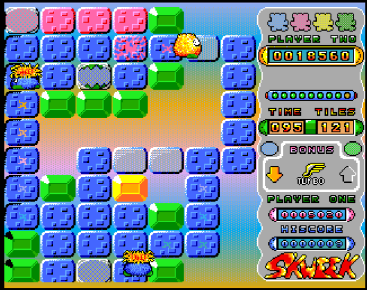


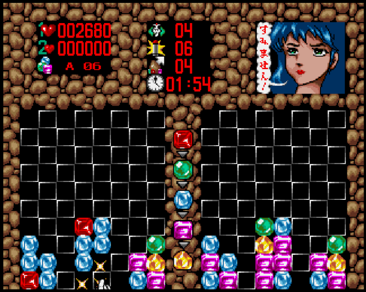
10 Great Amiga Puzzle Games







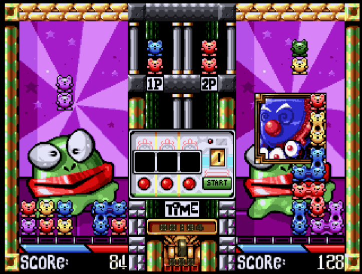




Top Row - **Troddlers** (Storm, OCS, 1992)
Pushover (Ocean, OCS, 1992)
Lemmings (Psygnosis, OCS, CDTV, CD32, 1991-4)
Skweek (Loriciel, OCS, 1989)

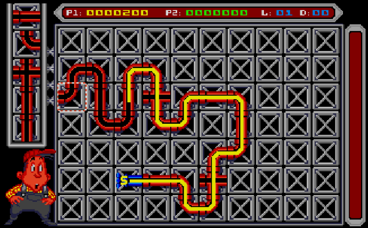
Middle Row - **Gem'X** (Demonware, OCS, 1991)
Minskies ... The Abduction (Guildhall, OCS, AGA, 1996)

Bottom Row - **Benefactor** (Psygnosis, OCS, CD32, 1994)
Shanghai (Activision, OCS, 1986)
Pipe Dream (Lucasfilm Games OCS, 1989)
Chip's Challenge (US Gold, OCS, 1990)







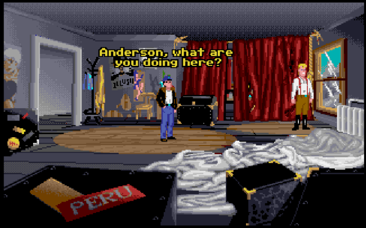




20 Great Amiga Adventure Games

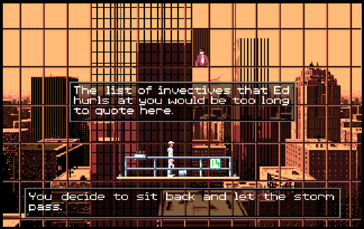




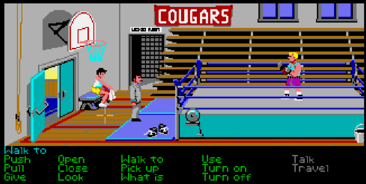




Top Row - **Beneath A Steel Sky** (Virgin Interactive, OCS, CD32, 1994)
Darkseed (Electronic Arts, OCS, CD32, 1992-4)
Flight of the Amazon Queen (Renegade, OCS, 1995)
Cruise for a Corpse (US Gold, OCS, 1991)

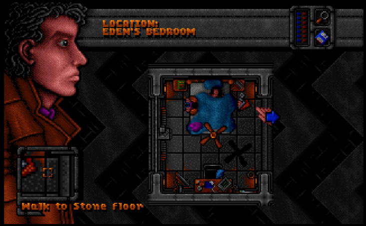


Middle Row - **Future Wars: Time Travellers** (Palace Software, OCS, 1989)
Indiana Jones and the Last Crusade (US Gold, OCS, 1989)



Bottom Row - **Indiana Jones and the Fate of Atlantis** (US Gold, OCS, 1993)
DreamWeb (Empire Interactive, OCS, AGA, 1994)
The Clue! (Kompart, OCS, AGA, CD32, 1994)
Gobliins 2: The Prince Buffoon (Coktel Vision, OCS, 1992)









20 Great Amiga Adventure Games









Top Row - **Zak McKracken and the Alien Mindbenders** (Lucasfilm Games, OCS, 1988)
Lure of the Temptress (Virgin Games, OCS, 1992)
Monkey Island 2: LeChuck's Revenge (US Gold, OCS, 1992)
Universe (Core Design, OCS, CD32, 1994)







Middle Row - **The Legend of Kyrandia** (Virgin Games, OCS, 1992)
Loom (Lucasfilm Games, OCS, 1990)

Bottom Row - **Maniac Mansion** (Lucasfilm Games, OCS, 1989)
Curse of Enchantia (Core Design, OCS, 1992)
Simon the Sorcerer (Blittersoft, OCS, AGA, CD32, 1994)
The Secret of Monkey Island (US Gold, OCS, 1991)









10 Great Amiga Racing Games











Top Row - **Lamborghini American Challenge** (Titus Software, OCS, CD32, 1994-5)
Road Rash (Electronic Arts, OCS, 1992)
Formula One Grand Prix (MicroProse Software, OCS, 1991)
Lotus III: The Ultimate Challenge (Gremlin Graphics, OCS, 1992)

Middle Row - **Stunt Car Racer** (MicroStyle, OCS, 1989)
Lotus Turbo Challenge 2 (Electronic Arts, OCS, 1990)

Bottom Row - **No Second Prize** (Thalion, OCS, 1992)
F1 (Domark, OCS, 1993)
Super Hang-On (Electric Dreams, OCS, 1988)
XTreme Racing (Black Magic, AGA, 1995)







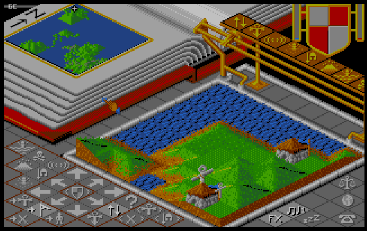




10 Great Amiga RTS Games










Top Row - **K240** (Gremlin Graphics, OCS, 1994)
Dune II: The Battle for Arrakis (Virgin Games, OCS, 1993)
Populous (Electronic Arts, OCS, 1988)
Sim City (Infogrames, OCS, CDTV, 1989-91)

Middle Row - **Mega lo Mania** (Image Works, OCS, 1991)
PowerMonger (Electronic Arts, OCS, 1990)

Bottom Row - **Utopia: The Creation of a Nation** (Gremlin Graphics, OCS, 1991)
Populous II (Electronic Arts, OCS, 1991)
The Settlers (Blue Byte, OCS, 1993)
Theme Park (Electronic Arts, OCS, AGA, CD32, 1994-5)







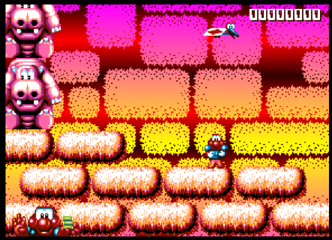


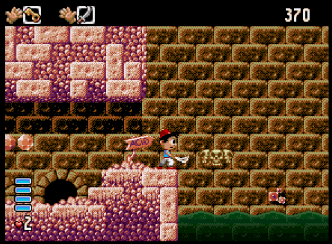
20 Great Amiga Platform Games







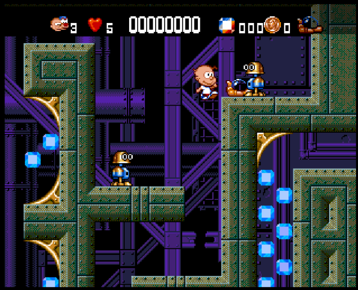




Top Row - **Soccer Kid** (Krisalis, OCS, AGA, CD32, 1993-4)
Bubba ‘n’ Stix (Core Design, OCS, CD32, 1994)
Fire and Ice (Renegade, OCS, CD32, 1992-4)
James Pond 2: Codename RoboCod (Millennium, OCS, AGA, CD32, 1991-3)

Middle Row - **Arabian Nights** (Krisalis, OCS, CD32, 1993)
Bubble and Squeak (Audiogenic, OCS, AGA, CD32, 1994)

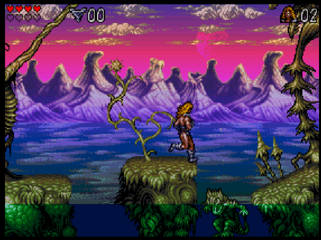
Bottom Row - **The Misadventures of Flink** (Psygnosis, CD32, 1995)
Leander (Psygnosis, OCS, 1991)
The First Samurai (Image Works, OCS, 1991)
Lionheart (Thalion, OCS, 1993)



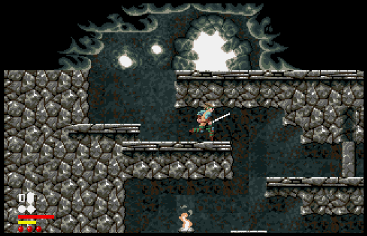






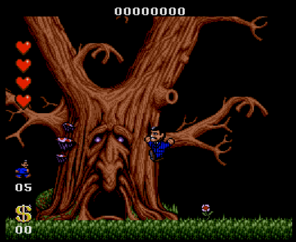


20 Great Amiga Platform Games









Top Row - **Odyssey** (Audiogenic, OCS, 1995)
Superfrog (Team 17, OCS, CD32, 1993-4)
Kid Chaos (Ocean, OCS, CD32, 1994)
Flashback (US Gold, OCS, 1993)

Middle Row - **The Addams Family** (Ocean, OCS, 1992)
Aladdin (Virgin Interactive, AGA, 1994)

Bottom Row - **Traps 'n' Treasures** (Starbyte Software, OCS, 1993)
Second Samurai (Psygnosis, OCS, 1993)
BC Kid (Ubi Soft, OCS, 1992)
Yo! Joe! (Play Byte, OCS, 1993)



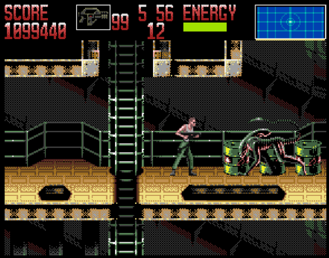




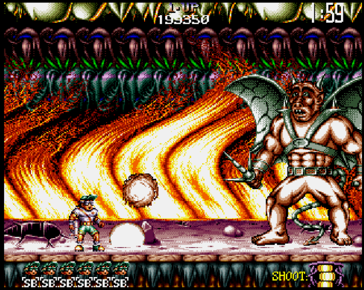



10 Great Amiga Platform SEU Games









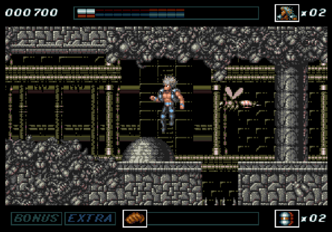


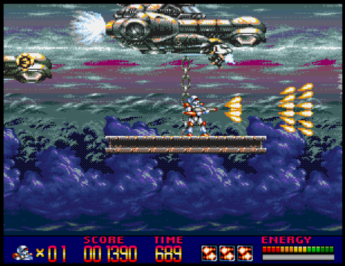
Top Row - **Turrican** (Rainbow Arts, OCS, 1990)
Alien³ (Virgin Interactive, OCS, 1992)
Ruff ‘n’ Tumble (Renegade, OCS, 1994)
Jim Power in Mutant Planet (Loriciel, OCS, 1992)

Middle Row - **The Killing Game Show** (Psygnosis, OCS, 1990)
Turrican II: The Final Fight (Rainbow Arts, OCS, 1991)

Bottom Row - **Wolfchild** (Core Design, OCS, 1992)
Turrican 3 (Softgold, OCS, 1993)
Risky Woods (Electronic Arts, OCS, 1992)
Rubicon (21st Century Entertainment, OCS, 1992)



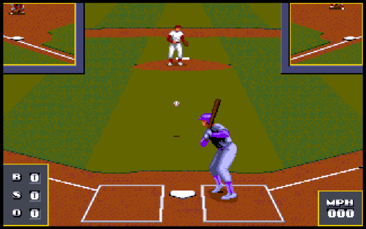




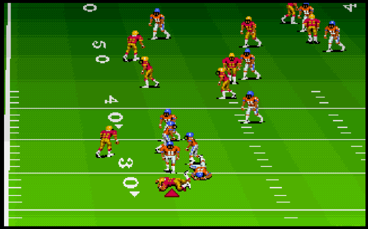




10 Great Amiga Sports Games









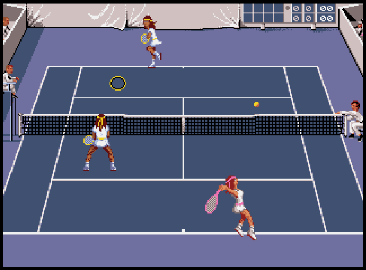
Top Row - **TV Sports Baseball** (Mindscape, OCS, 1992)
4D Sports Boxing (Mindscape, OCS, 1991)
John Madden Football (Electronic Arts, OCS, 1992)
Sensible World of Soccer '96/'97 (Renegade, OCS, 1996)



Middle Row - **Graham Gooch World Class Cricket** (Audiogenic, OCS, 1993)
Kick Off 2 (Anco, OCS, 1990)

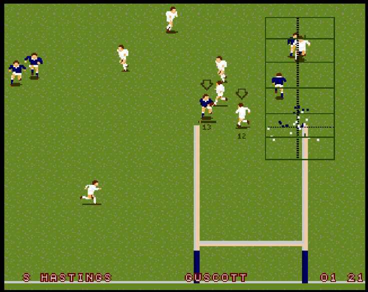


Bottom Row - **Pro Tennis Tour 2** (Ubi Soft, OCS, 1991)
Jimmy White's Whirlwind Snooker (Virgin Games, OCS, 1991)
PGA European Tour (Ocean, OCS, AGA, CD32, 1994-5)
World Class Rugby '95 (Audiogenic, OCS, 1995)

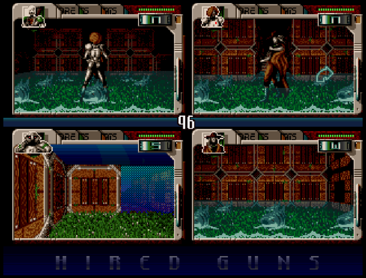








20 Great Amiga RPG Games






Top Row - **Captive** (Mindscape, OCS, 1990)
Hired Guns (Psygnosis, OCS, 1993)
Ambermoon (Thalion, OCS, 1993)
Black Crypt (Electronic Arts, OCS, 1992)

Middle Row - **The Faery Tale Adventure** (Micro Illusions, OCS, 1987)
Liberation: Captive II (Mindscape, OCS, AGA, CD32, 1994)

Bottom Row - **King's Bounty** (New World Computing, OCS, 1991)
Eye of the Beholder (Strategic Simulations, Inc., OCS, 1992)
Dungeon Master (FTL, OCS, 1988)
Ultima VI: The False Prophet (Origin Systems, OCS, 1992)









20 Great Amiga RPG Games









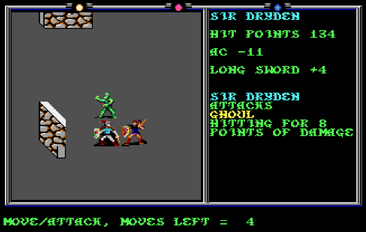
Top Row - **Wizardry: Bane of the Cosmic Forge** (US Gold, OCS, 1990)
Dungeon Master II: The Legend of Skullkeep (MicroProse Software, AGA, 1995)
Realms of Arkania: Blade of Destiny (US Gold, OCS, 1993)
Pools of Darkness (Strategic Simulations, Inc., OCS, 1992)





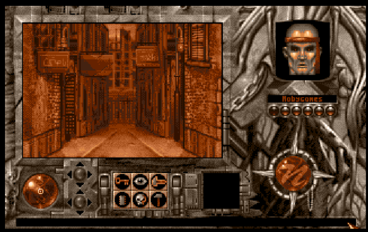
Middle Row - **Chaos Strikes Back** (FTL, OCS, 1989)
Eye of the Beholder II: The Legend of Darkmoon (Strategic Simulations, Inc., OCS, 1992)

Bottom Row - **Death Knights of Krynn** (Strategic Sims, Inc., OCS, 1991)
Ishar 2: Messengers of Doom (Silmarils, OCS, AGA, 1993)
Might and Magic III: Isles of Terra (New World Computing, OCS, 1992)
Perihelion: The Prophecy (Psygnosis, OCS, 1993)







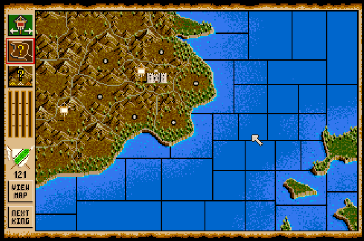


10 Great Amiga Strategy Games











Top Row - **Battle Isle** (Ubi Soft, OCS, 1991)
Civilization (MicroProse Software, OCS, AGA, 1992-4)
UFO: Enemy Unknown (MicroProse Software, OCS, AGA, CD32, 1994-5)
Vikings: Fields of Conquest (Krisalis, OCS, 1992)

Middle Row - **Lords of the Realm** (Impressions, OCS, AGA, 1994)
Colonization (MicroProse Software, OCS, AGA, 1995)

Bottom Row - **Rampart** (Domark, OCS, 1992)
Deuteros: The Next Millennium (Activision, OCS, 1991)
Reunion (Grandslam, OCS, AGA, 1994)
Worms: The Director's Cut (Team 17, AGA, 1997)











10 Great Amiga Vertical SEU Games








Top Row - **Banshee** (Core Design, AGA, CD32, 1994)
SWIV (Storm, OCS, 1991)
Lethal Xcess (Eclipse Software Design, OCS, 1991)
Mega Typhoon (Nordlicht EDV-Service, OCS, 1996)

Middle Row - **Hybris** (Discovery Software, OCS, 1989)
Battle Squadron (Electronic Zoo, OCS, 1989)

Bottom Row - **XP8** (Effigy Software, OCS, AGA, 1996)
Gunbee F-99: The Kidnapping Of Lady Akiko (APC&TCP, AGA, 1998)
Xenon 2: Megablast (Image Works, OCS, 1989)
Wings of Death (Thalion, OCS, 1989)








20 Great Amiga 8-Bit Ports









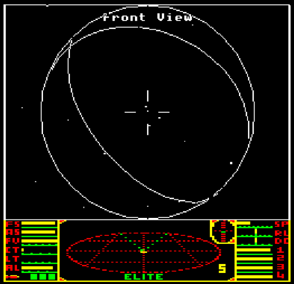


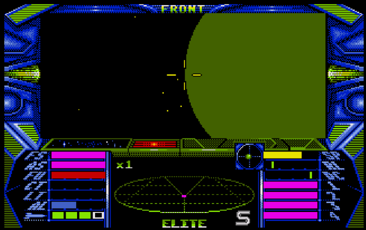
Top Row - **World Class Leaderboard** (C64 1987, Amiga 1988)
IK+ (CPC 1988, Amiga 1988)

Middle Row - **California Games** (C64 1987, Amiga 1988)

Bottom Row - **Elite** (BBC Micro 1984, Amiga 1988)
Exile (BBC Micro 1988, Amiga 1991)





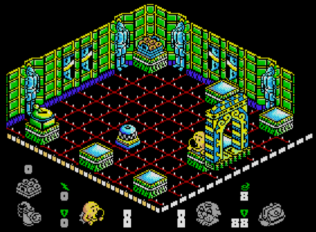




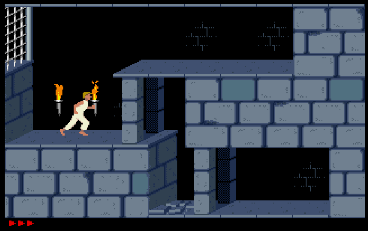


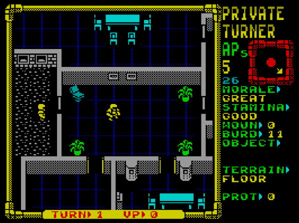
20 Great Amiga 8-Bit Ports











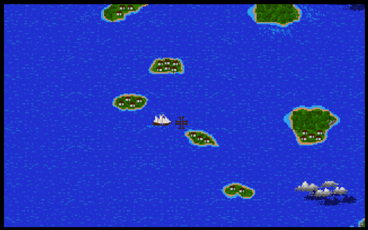
Top Row - **Head Over Heels** (ZX Spectrum 1987, Amiga 1989)
Prince Of Persia (Apple II 1989, Amiga 1990)

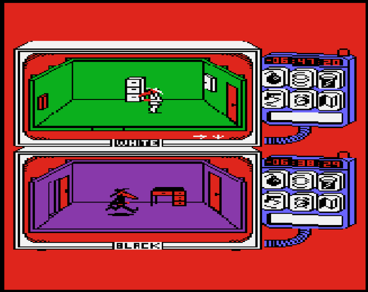
Middle Row - **Laser Squad** (ZX Spectrum 1988, Amiga 1989)

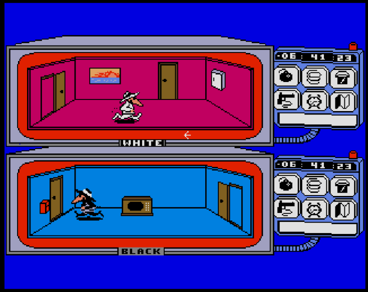
Bottom Row - **Sid Meier's Pirates!** (C64 1987, Amiga 1990)
Spy Vs Spy (Atari 8-Bit 1984, Amiga 1989)







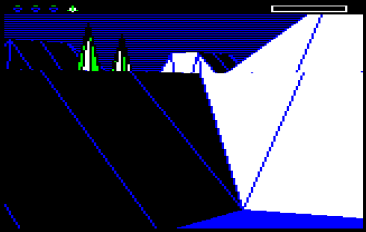


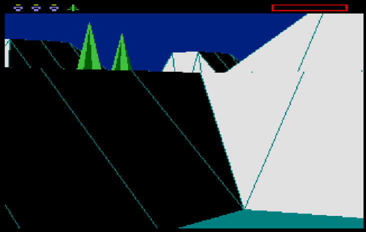


20 Great Amiga 8-Bit Ports











Top Row - **Turrican** (C64 1990, Amiga 1990)
The Sentinel (BBC Micro 1986, Amiga 1988)

Middle Row - **Little Computer People** (Apple II 1985, Amiga 1987)

Bottom Row - **World Games** (C64 1986, Amiga 1987)
Barbarian (C64 1987, Amiga 1987)





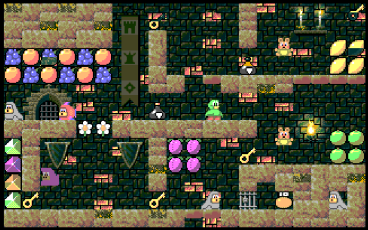




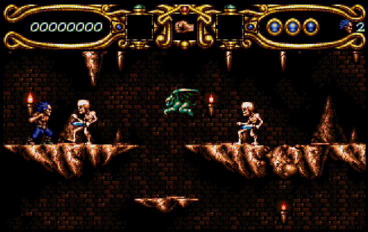


20 Great Amiga 8-Bit Ports











Top Row - **Qwak** (BBC Micro 1989, Amiga 1993)
Myth: History In The Making (C64 1989, Amiga 1992)

Middle Row - **Maniac Mansion** (Apple II 1987, Amiga 1989)

Bottom Row - **Nick Faldo's Championship Golf** (C64 1992, Amiga 1993)
Last Ninja Remix (C64 1987, Amiga 1990)











20 Great Amiga 16-bit Ports











Top Row - **Civilization** (PC DOS 1991, Amiga 1992)
D-Generation (PC DOS 1991, Amiga 1992)

Middle Row - **Dune II: The Battle for Arrakis** (PC DOS 1992, Amiga 1993)

Bottom Row - **Wing Commander** (PC DOS 1990, Amiga 1992)
Eye of the Beholder II: The Legend of Darkmoon (PC DOS 1991, Amiga 1992)











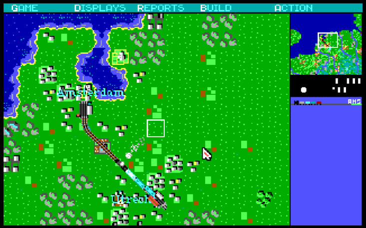
20 Great Amiga 16-bit Ports











Top Row -**Indianapolis 500 : The Simulation** (PC DOS 1989, Amiga 1990)
Gunship 2000 (PC DOS 1991, Amiga 1993)

Middle Row - **Railroad Tycoon** (PC DOS 1990, Amiga 1990)

Bottom Row - **F-15 Strike Eagle II** (PC DOS 1989, Amiga 1991)
PGA Tour Golf (PC DOS 1990, Amiga 1991)











20 Great Amiga 16-bit Ports







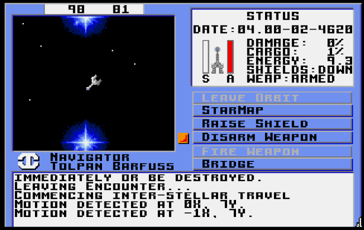


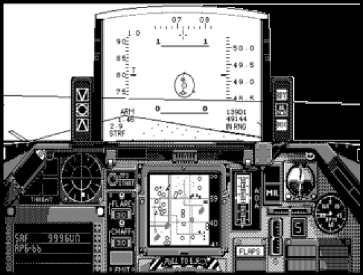


Top Row - **Silent Service II** (PC DOS 1990, Amiga 1991)
Sim City (Macintosh 1989, Amiga 1989)

Middle Row - **Starflight** (PC DOS 1986, Amiga 1989)

Bottom Row - **Falcon** (Macintosh 1987, Amiga 1988)
The Secret of Monkey Island (PC DOS 1990, Amiga 1991)











20 Great Amiga 16-bit Ports











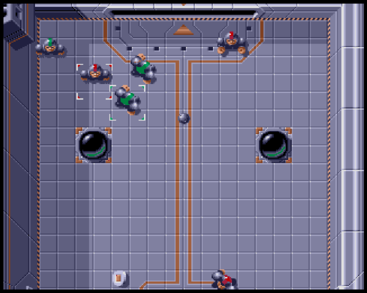
Top Row - **Dungeon Master** (Atari ST 1987, Amiga 1988)
Virus (Zarch) (Archimedes 1987, Amiga 1988)

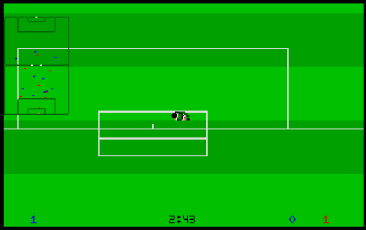
Middle Row - **Vroom** (Atari ST 1991, Amiga 1992)

Bottom Row - **Speedball** (Atari ST 1988, Amiga 1988)
Kick Off (Atari ST 1989, Amiga 1989)



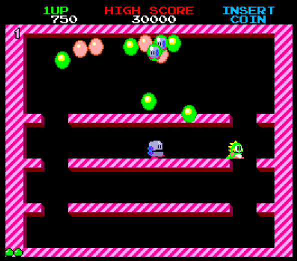








20 Great Amiga Arcade Ports







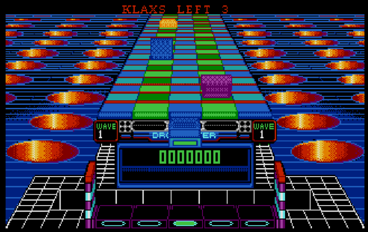




Top Row - **Bubble Bobble** (Arcade 1986, Amiga 1989)
Gauntlet II (Arcade 1986, Amiga 1989)

Middle Row - **Klax** (Arcade 1989, Amiga 1990)

Bottom Row - **Indy Heat** (Arcade 1991, Amiga 1992)
Golden Axe (Arcade 1989, Amiga 1990)







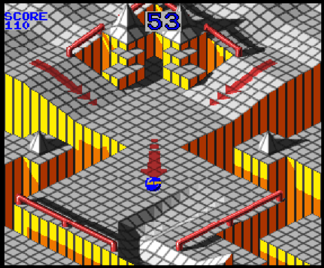


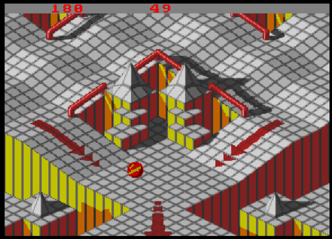


20 Great Amiga Arcade Ports











Top Row - **Ivan 'Ironman' Stewart's Super Off Road** (Arcade 1989, Amiga 1990)
Marble Madness (Arcade 1984, Amiga 1986)

Middle Row - **The New Zealand Story** (Arcade 1988, Amiga 1989)

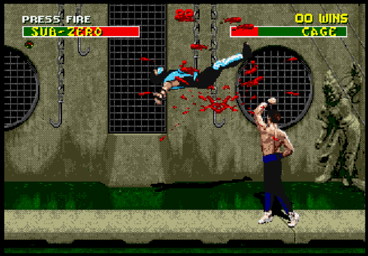
Bottom Row - **The Ninja Warriors** (Arcade 1988, Amiga 1989)
Mortal Kombat 2 (Arcade 1993, Amiga 1995)











20 Great Amiga Arcade Ports











Top Row - **Pac-Mania** (Arcade 1987, Amiga 1988)
R-Type II (Arcade 1989, Amiga 1991)

Middle Row - **Rainbow Islands** (Arcade 1987, Amiga 1989)

Bottom Row - **Pang** (Arcade 1989, Amiga 1990)
Rampart (Arcade 1990, Amiga 1992)





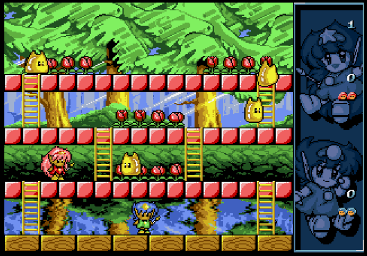


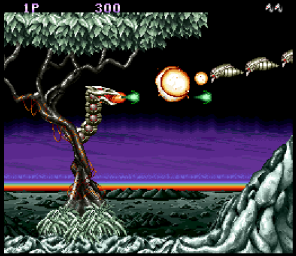




20 Great Amiga Arcade Ports











Top Row - **Rod-Land** (Arcade 1990, Amiga 1991)
Saint Dragon (Arcade 1989, Amiga 1990)

Middle Row - **Super Hang-On** (Arcade 1987, Amiga 1988)

Bottom Row - **Silk Worm** (Arcade 1988, Amiga 1989)
Toki (Arcade 1989, Amiga 1991)











10 Great Amiga Console Ports











Top Row - **Desert Strike** (Sega Megadrive) / **The Misadventures of Flink** (Sega Megadrive) / **The Lost Vikings** (Super Nintendo) / **B.C. Kid (Bonk's Adventure)** (NEC PC Engine).

Middle Row - **Dynablaster (Bomberman)** (NEC PC Engine) / **Road Rash** (Sega Megadrive).

Bottom Row - **Parasol Stars: The Story Of Rainbow Islands II** (NEC PC Engine) / **Aladdin** (Sega Megadrive) / **PGA European Tour Golf** (Sega Megadrive) / **Micro Machines** (NES).











100 Great Amiga Simultaneously Released Games



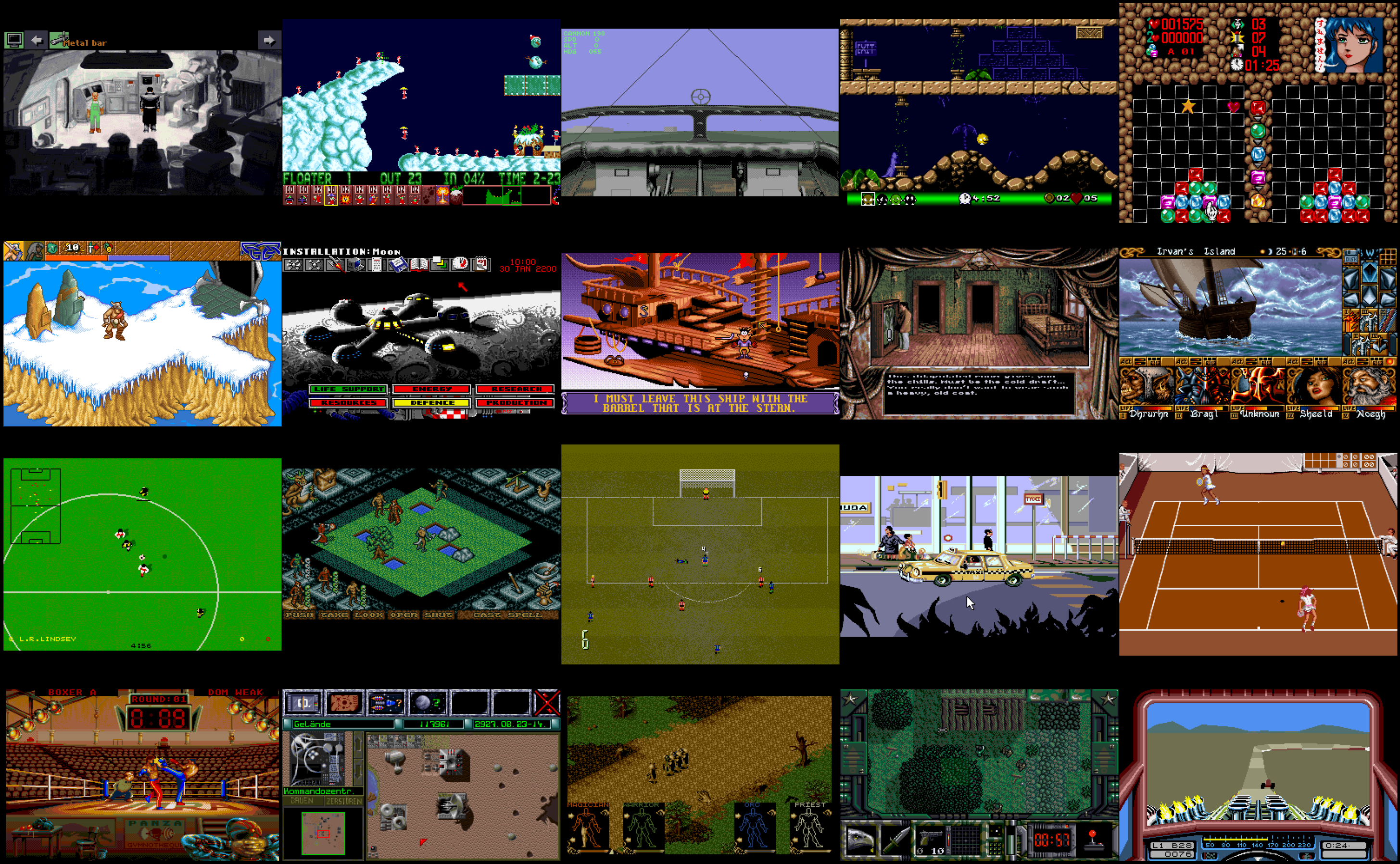
1st Row - Alien 3, North And South, Robocop 3, Rick Dangerous, Lure of the Temptress. **2nd Row -** Man Utd Europe, Mercenary III: The Dion Crisis, Dune, Chuck Rock, Heimdall. **3rd Row -** Battle Isle, Bubba N Stix, Championship Manager 93, F1GP, Gobliins 2. **4th Row -** Hired Guns, Harlequin, Jupiter's Masterdrive, Killing Game Show, Future Wars.

100 Great Amiga Simultaneously Released Games



1st Row - Brutal Sports Football, Elvira, X-Out, Deuteros: The Next Millennium, Historyline 1914-1918 **2nd Row -** Zoom, Ishar: Legend of the Fortress, Jimmy Whites Snooker, Lords of the Realm, Murder. **3rd Row -** Premier Manager 3, Prophecy I: The Viking Child, Realms, Sabre Team, Space Crusade. **4th Row -** Starglider 2, Switchblade II, Xenon 2, UFO: Enemy Unknown, Wiz N Liz.

100 Great Amiga Simultaneously Released Games



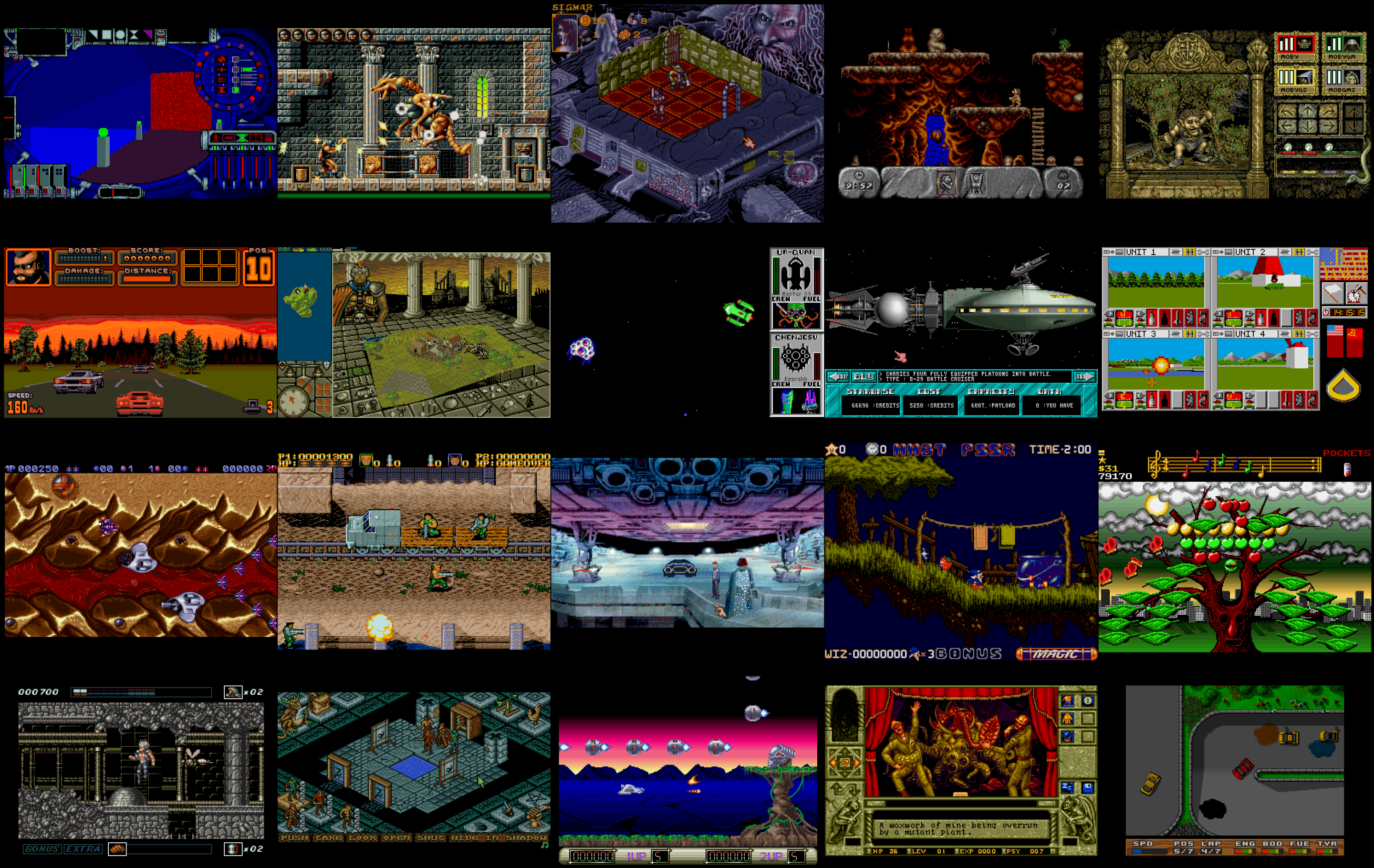
1st Row - Beneath a Steel Sky, Christmas Lemmings 1994, Dogfight, Fury of the Furries, Gem-X. **2nd Row -** Heimdall 2, Millennium 2.2, Gobliiins 3, Darkseed, Ishar 2. **3rd Row -** Kick Off 2, Legend, Manchester United: Premier League Champions, Operation Stealth, Pro Tennis Tour 2. **4th Row -** Panza Kick Boxing, Reunion, Shadowlands, Special Forces, Stunt Car Racer.

100 Great Amiga Simultaneously Released Games



1st Row - Flood, Graham Gooch World Class Cricket, Hook, Indiana Jones and the Last Crusade: The Graphic Adventure, Ishar 3. **2nd Row -** The Killing Cloud, Legends, Midwinter II: Flames of Freedom, Player Manager 2, Pushover. **3rd Row -** Rick Dangerous 2, Simon the Sorcerer, Speedball 2 : Brutal Deluxe, Supercars 2, Syndicate. **4th Row -** Thunderhawk AH-73M, Utopia, Simulcra, SWIV, Theme Park.

100 Great Amiga Simultaneously Released Games



1st Row - Cybercon III, Gods, Heroquest, The Humans, Knightmare. **2nd Row -** Lamborghini American Challenge, Powermonger, Star Control, Supremacy: Your Will Be Done, Team Yankee. **3rd Row -** Tubular Worlds, Warzone, Universe, Wiz N Liz, Wizkid **4th Row -** Wolfchild, Worlds Of Legend: Son Of The Empire, Z-Out, Waxworks, Super Cars.

Game Ports Key;

Acorn Archimedes - ARC
Amstrad CPC - CPC
Android - AND
Apple II - AP2
Apple II GS - AGS
Apple IOS - IOS
Apple Macintosh - MAC
Apple Macintosh OSX - OSX
Atari Falcon - FAL
Atari Jaguar - JAG
Atari Lynx - LYX
Atari ST - AST
Blackberry - BLB
Commodore Amiga - AMI
Commodore Amiga AGA - AGA
Commodore Amiga CDTV - CDTV Commodore
Amiga CD32 - CD32 Commodore 64 - C64
FM Towns/Marty - FMT
LINUX - LIN
NEC PC-98 - PC98
NEC PC Engine - PCE
NEC PC Engine CD - PCECD
Nintendo Entertainment System - NES
Nintendo Entertainment System, Super - SNES
Nintendo Gameboy - GB
Nintendo Gameboy Color - GBC
Nintendo DS - DS
Nintendo 3DS - 3DS
Nintendo Wii U - WIIU
Mobile Phone - MOB
Panasonic 3DO - 3DO
PC DOS - DOS
PC WIN - WIN
Philips CD-i - CDI
Sam Coupe - SAM
Sega Game Gear - GG
Sega Master System - SMS
Sega Mega-CD/Sega CD - MCD
Sega Megadrive/Genesis - MD
Sega Saturn - SAT
Sharp X68000 - X68
Sinclair Spectrum - SPC
Sony Playstation - PS1
Sony Playstation 2 - PS2
Sony Playstation 3 - PS3
Sony Playstation 4 - PS4
Sony Playstation Portable - PSP
Sony Playstation Store Devices - PSS
Sony Playstation Vita - PSV
Windows Mobile - WMOB
Xbox 360 - 360
Xbox One - XBO

Year Published;

1986 - 1
1987 - 1
1988 - 3
1989 - 6
1990 - 3
1991 - 11
1992 - 13
1993 - 27
1994 - 17
1995 - 12
1996 - 6
1997 - 1



AMIGA

Thanks:
Big thanks to Lemon Amiga for use of some of the images in this book.

Publishers;
(Number of published games in 101 games)

Psygnosis - 14
Team 17 - 8
Renegade - 7
Electronic Arts - 6
Gremlin Graphics - 6
Cinemaware - 5
21st Century Entertainment - 4
Virgin Games/Interactive - 4
Acid Software - 3
Audiogenic - 3
Mindscape - 3
Blue Byte - 2
Core Design - 2
Guildhall Leisure - 2
Image Works - 2
Krisalis Software - 2
System 3 - 2
Thalion - 2
US Gold - 2
Activision - 1
Apache Software - 1
Binary Illusions - 1
Discovery Software - 1
Electronic Zoo - 1
Empire Interactive - 1
Gametek - 1
Impressions - 1
Interactivision - 1
Loriciel - 1
MicroIllusions - 1
Millennium - 1
Neo Software Productions - 1
Nordlicht EDV Service - 1
Ocean Software - 1
Pinnacle - 1
Play Byte - 1
Power Computing - 1
Rainbow Arts - 1
Rasputin - 1
Starbyte Software - 1
Storm - 1

Country of Origin (Dev not Pub)

UK - 51
Sweden - 9
USA - 9
Germany - 8
New Zealand - 5
Denmark - 4
France - 3
Italy - 3
Australia - 1
Belgium - 1
Canada - 1
Finland - 1
Hungary - 1
Netherlands - 1
Norway - 1
Spain - 1
Switzerland - 1

Format Totals;

AGA - 28 (AGA only - 2)
OCS - 94 (OCS only - 53)
CD32 - 38
CDTV - 4

AMIGA

AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA AMIGA

101 Amiga Games That Influenced The Gaming Industry

The Commodore Amiga, a computer that often gets forgotten about in the midst of console and PC retro gaming talk, this book aims to redress the balance and show the Amiga was perhaps the leader in many ways of original game design.

This book isn’t any random 101 games that was on the Amiga, this book demonstrates 101 reasons why the Amiga was a great games machine, had a massive influence around the world.

From the budget computers a quarter of the price of PC’s, that were truly multitasking and plug and play, to it’s games half the price of it’s console rivals, and why its games still live on today’s modern formats, creative, original, versatile and above all fun.

Castle Books